A NEWSFIELD PUBLICATION
No.65 JUNE 1989
MAGAZINE AND CASSETTE
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CRASH

SINCLAIR SPECTRUM GAMES



EXCLUSIVE!

RED HEAT
blasts in from Ocean

FORGOTTEN WORLDS
Capcom's manic space mayhem

EXCLUSIVE REVIEW!

CHUCK YEAGER'S ADVANCED FLIGHT TRAINER

PREVIEWED

● *Xybots* ● *Licence to Kill* ● *Crazy Cars II*
● *Jaws* ● *Silkworm* ● *Gemini Wing*

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WANTED: MONTY MOLE
Classic platform action!

PLUS: Nick Roberts' Def Pokes!
Playable level of SANXION: THE REMIX!

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OLIVER FREY

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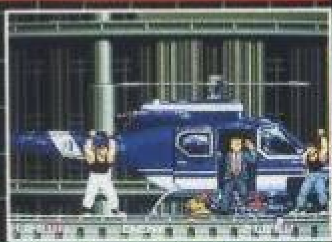
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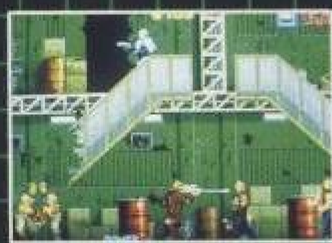
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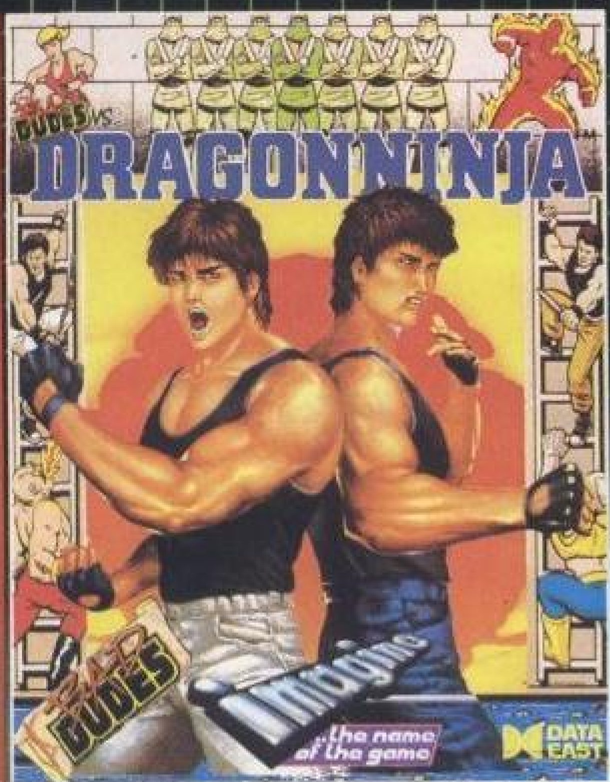



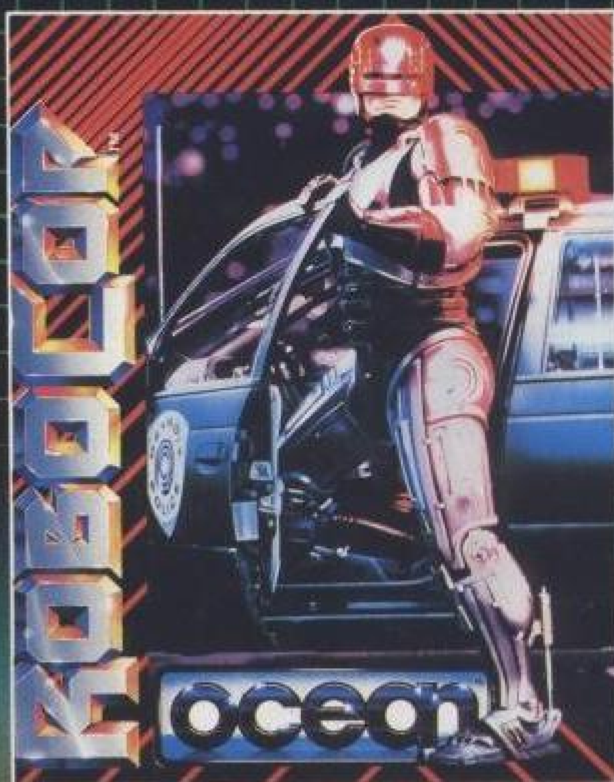
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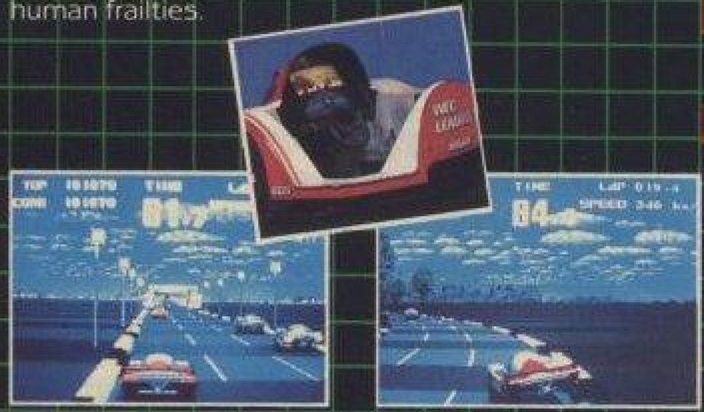
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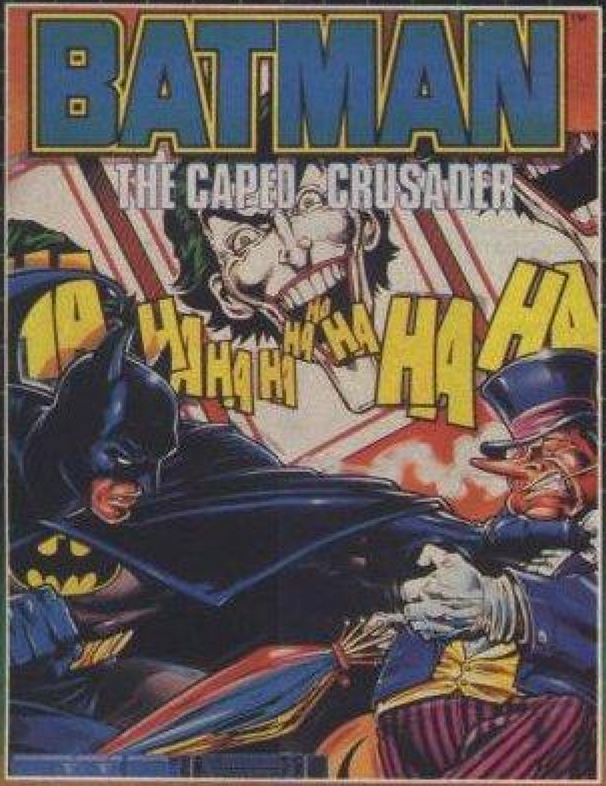
DARK AVENGER

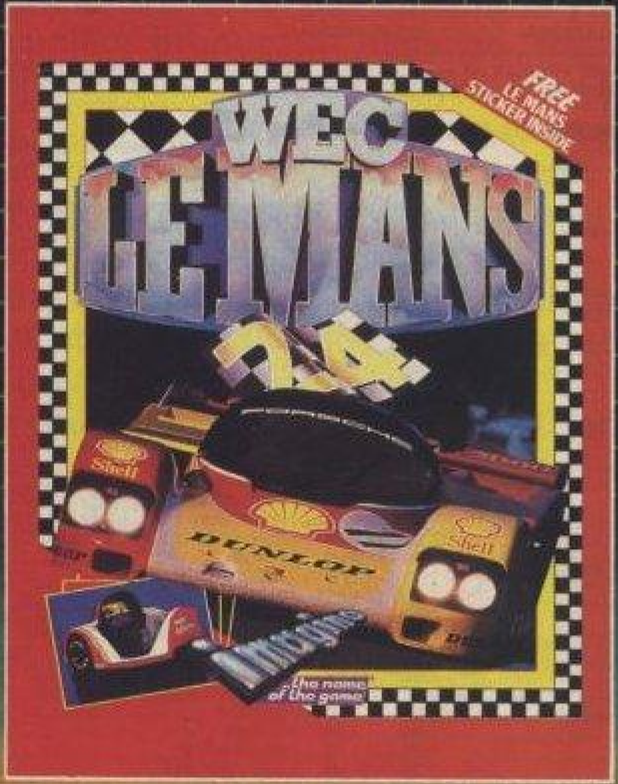
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CONTENTS

5
MEGA GAME POWER
The low-down on your great CRASH cassette. The games, the hints, the tips! The *Sanxion* playable level.

10
PREVIEW
Great ones to come from *Jaws* to *Silkworm*, from *Crazy Cars II* to *Gemini Wing*, and a monster from Ocean...

12
REVIEWS
First reviews of *Red Heat* and *Chuck Yeager's Advanced Flight Trainer*! Plus: *Forgotten Worlds, Navy Moves, H.A.T.E., Super Dragon Slayer, Microprose Soccer, 3-D Pool, Mike Read's Pop Quiz* and the run down on budget.

18
FABBO PULL-OUT POSTER
It's a monster!! Aaaaargh!

24
NICKO'S TIPS
The rad lad amuses the office tortoise (Eh?)\

27
POWERCOMP
Win! Win!! Win!! A big pink stiff one!!! Er, joystick

29
LIVE CIRCUIT
Jetman, Letters, Winners, News, CRASH Hypermarket, Hotline Comp and more.

32
CRUCIAL SUBSCRIPTION OFFER
We must be mad, but we want you to get it CHEAP!



THE SHAPE OF THRILLS TO COME

Welcome to the NEW CRASH. A live-action magazine that will keep you busy for the next four weeks and longer! We decided it was all very well writing about games, but the really exciting thing is playing them. And we want you to join in the thrill straight through CRASH.

Tapes on magazine covers aren't new, of course. CRASH has had a few, and you wanted more. Other mags have stuck them on their covers month in month out, often full of duff tripe hardly worth the tape, just for the sake of it. What you want is GOOD games, worth buying the magazine for, where you don't feel cheated after loading.

It was a challenge. Could we secure enough great programs to keep you excited for the next year or so at three to four games a month? We pulled out all stops, and thanks to a lot of friendly software houses and independent programmers we think we have mega thrills lined up for you to Christmas and beyond.

To make your enjoyment more complete we'll devote pages full of hints and tips to make the most of them.

But future releases are exciting too. So we'll include playable levels of hot new games on your tape. Demos that will send you running to your nearest friendly computer shop for the complete product — because Britain's and Europe's software studios have a load of goodies lined up for you this year!

We couldn't (and didn't try to) keep Nick from wanting to squeeze a selection of the latest POKEs in either. So that will be a regular feature too.

To cap it all, we've put the tape in a box and given it an inlay so it can join your collection without feeling ashamed of its packaging!

And what's happened to the cover price? It's down! Four games and more for £1.50! But if you don't think that's cheap enough, check out our subscription offer on page 32 for a really great deal! (It's def. Nick)

Right! It's time to dive into your multimedia(!) CRASH! Let game thrills begin...



Game Thrills

DIZZY
The CRASH Edition

THRILLS ON TAPE:

Where to find the goodies

A Side: **Dizzy-the CRASH Edition**
Micronaut One
Nick Roberts' POKEs
B Side: **Mooncresta**
Wanted: Monty Mole
Sanxion: The Spectrum Remix — playable level

Check the loading instructions on the inlay.
Should your tape prove faulty, don't despair: Send the complete package to **CRASH TAPE CLINIC JUNE, SPOOL LTD, First Avenue, Deeside Industrial Park, Clwyd, CH5 2NY** (not as stated on inlay!). A healthy Mega Power Tape will wing its way back to you!

We couldn't stop dizzy Richard Eddy who moved heaven and earth (let alone a ton of Cornish pasties) to get you this game from giving you his version of what it's all about:

Cue general amazement and rapturous eggplause: 'Blimey O Riley! It's fab!' Yes, it is rather. It's *Dizzy* from **The Oliver Twins** and **Code Masters** — not your original *Dizzy*, no! **A Special CRASH Edition** with loads of changes to the original. So, eggheads, listen up to the instructions and the rubbish egg jokes for the game in question.(Oh no, here we go....)

Dizzy is an egg. Eggsactly,, an egg who's in for a lot of eggcitement and eggsasperation in this eggdaptation of the eggcellent arcade eggventuree. By the way, currently on-sale is *Dizzy II — Treasure Island Dizzy* (£2.99 Code Masters) which is well worth shelling (Groooan!!, that's une-oeuf eggs!) out for..

Ahem. Dizzy is out to triumph

over evil annd save his fellow yolkfolk by / creating a wibbly wobbly maagical potion to kill off Wizard Zakks. By all eggcounts (stoppit!), tlthis vile Wiz cast spells that made ‹ eggs rotten, blinded men and ccaused it to rain every Sunday aftlternoon during Cricket. The utter bbeast!

To dispoose of the Wiz, Dizzy has to colldect a potion bottle and fill it with foour magical ingredients. Once colleected they must all be chucked innto the cauldron, and Puff! the WWiz goes. Cries of 'ding dong the WWiz is dead! Which old Wiz? The \wicked old Wiz...!' will ensue. Sonrt of.

Your onlly clue as to the identity of the ingrredients is hidden in this ancient meessage:

'Fill a pootion bottle with a cooked Leprechaun's wig, clouds' silver linincg, Vampire dux feather and some troll brew — put it all in a pot and tthe Wiz'll be dead in a shot'

So theree you go, world savers, it's up to yrou now to save ickl Diz from the Wiz. So, do the biz but if you mizz yyou'll be in a tizz... **(SNIP! Thiat's enough Eddy-esque rhyming sentences).**



IT'S NO YOKE

No, seriously though, yolks (aaaaaarrrrgh!), there are no yolks. You control Dizzy either by keys or joystick with a Kempston interface. Controls are:

KEY	STICK	ACTION
Space	Fire	Start game
Z	Left	Move left
X	Right	Move right
Space	Up	Jump
Eenter	Fire	Pick up/drop/use

Dizzy starts off with one life but you can collect eggstra (scrrreeeeam!) through the game — lives are shown as little eggs on screen. There are some hidden messages in the game, too, activated by picking up certain objects. Eggsample: pick up the flashing key on the start screen. Tiddly um pom pom.





THE OLIVER TWINS — THEY'RE REALLY FAT!!!

No, no, no! The Oliver Twins — they're really faB! Well, they must be 'cos Code Masters have sold over one million Oliver Twins games! Bizarre fact the second: If you piled up all the Oliver Twins' games in one huge heap they would weigh 65 tons!

Bizarre fact the third: If all the tape used on Oliver Twins games was placed end to end it would reach 12,000 miles — that's further than London to Sydney, Australia.

Many thanks to Philip and Andrew Oliver for putting the Special CRASH Edition Dizzy together for us. .

PUTTING DIZZY ON DISK

If you have a +3 and want *Dizzy* on disk, do the following: Insert a disk with enough space on it.

Load *Dizzy*, and just before it finishes loading, hold down **D**. When it's finished loading stop the tape. It will automatically save the game out to disk.

Reset your Speccy and go into +3 basic and type:

LOAD "T:DISK" (ENTER)
SAVE "A:DISK" LINE 10 (ENTER)

And that's that!

MICRONA

If you're a Spectrum super-hero you'll remember that Pete Cooke is the programmer of brilliant games like Tau Ceti and Academy, both CRASH Smashes and now on re-release. Micronaut One is no exception, it too was a CRASH Smash in August 1987 at 92%.

Don your shiny badge, proclaiming you a member of the Guild Of Equalisers. Board your sleek , laser-death-pumping ship and prepare for action: You've been slapped in the middle of a biocomputer — a huge tunnel network of living computer — which is infested by vile creatures known as Scrim who thrive on its energy. Unfortunately, your position in the Guild of Equalisers is caretaker, and it's this biocomputer you have to take care of. Or else...

When you've loaded up the game, you'll have to work through a barrage of menus controlled by the four- directional keys and a fire key (or joystick if you prefer).

There are two variations on *Micronaut One* to play. The one we advise you to start on is the race game — select race on the set-up menu and press Fire: You will see the RACE MENU with five options. RACE puts you into the race tunnels. Races are over five lapos against the clock. TRACK provides a choice and maps of three tracks. PACER gives you a computer-driven pacer to race against at a chosen speed. TIMES shows best time achieved. EXIT is back to main menu.

The Scrim has a three stage life cycle. Eggs are laid by adult Scrim. They're tough and mostly impervious to weapons. They grow very quickly and hatch into Larvae. These crawl and feed until they split and become Jellyfly who are fast and will search out tunnel sections to build an energy web and lay eggs.

Your objective: to rid the tunnels of Scrim and keep the energy balance in the bio-computer.

Energy is the key factor. The bio-computer has four Energy Transfer Units (EYE symbol), where energy can be transferred to and from your ship (see ETU menu). Energy must be kept at a safe level or the whole complex may explode! Green: safe — Red:..!

Firing your weapons eats energy. Replenish from energy clouds in tunnels. Stop the Scrim from completing a web as it will block the tunnel section. Multiple webs stop flight completely, and



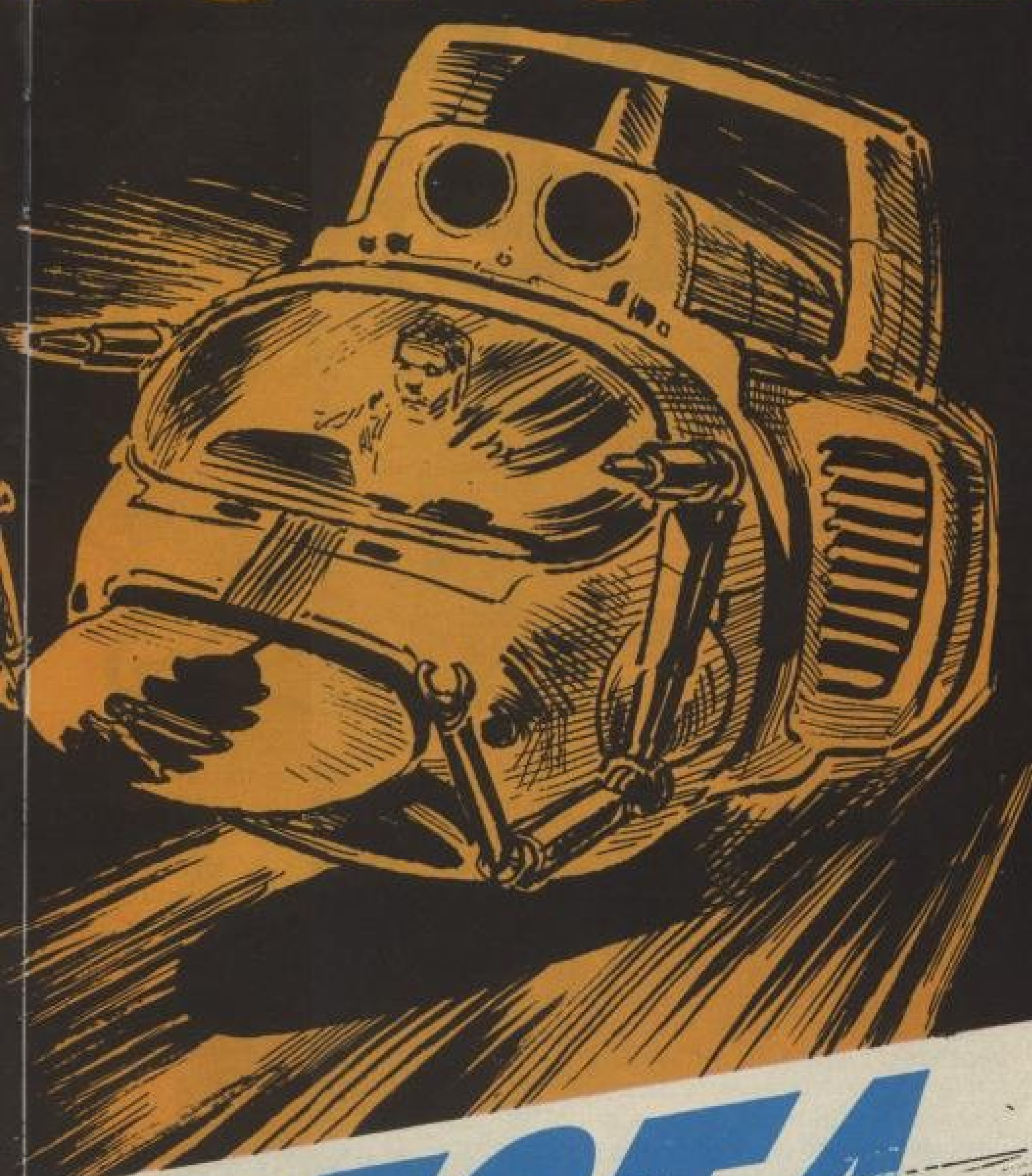
MOONC



Cold concentration and split-second reactions are required for this legendary shoot 'em up from Incentive Software! *Mooncresta (Trip to the Space War)* was one of the first licensed shoot-'em-ups ever to appear on the Speccy. Licensed from Nichibutsu (bless you!!) It's a fast and furious CRASH Smash at 90% (March 1985).

The action explodes against a downward scrolling starfield as your craft swerves left and right along the bottom, annihilating the alien hordes swooping down on you. Nine waves of aliens are on the

AUT ONE



ETUs go critical quickly!

When you've blasted all the Skrim from the first level you're transported onto the next level, where infestation is even worse.

To Play: Select PLAY option on MAIN MENU, FIRE. This gives you the GAME MENU. VIEW: Screen shows your view of the tunnels. Left, right, up, down moves your ship. Fire! Q and W keys let you move up and down in tunnel to avoid obstacles. BREAK back to GAME MENU. Ships instruments below: Scanner shows tunnel section you're in, direction yuo're facing, time and whether weapons are targetted. Three bars show speed, ship's energy level, messages on bio-computer condition. MAP: Wraparound map of tunnels, scroll left or right. You are X. You can set markers to any section by pointing at it and pressing fire. These markers are used by your Navigational Locking System (Nav Lock on map menu bars) to plot a route to anywhere in system. Markers menu also lets you pick out the ETUs or to refer to a sector by number. ETU menu shows energy levels of the four ETUs. If your ship is docked in an ETU (blinking EYE) the ETU number is highlighted, and you can transfer energy to or from ETU. INFO menu: Overview of bio-computer, identification chart for life stages of Scrim. PAD: pull-down note pad to keep track of egg, webs positions. MISC MENU: Clear pad, Status is tally of Scrim destroyed, Scrim left. Abort game is give up and back to main menu.

Micronaut One is no picnic and a real test for tough gamesters only.

Pete Cooke Says 'It's a whole new ball game'! And well he might too, guys. Why? Because he's written a game especially for CRASH So watch out, it'll make its debut on a Mega Cassette soon! Pete's game is a further development on *Brainstorm*, the CRASH Smash puzzle game that gives your brains a run for their money. We've been playing it non-stop for days here in the office (it must be good — erstwhile editors Stu and Dom left their Amigas to play it!).

Get your thinking-cells around Pete's mystery brain blower very, very soon only from CRASH!

RESTA



attack: four waves consisting of blue, then yellow aliens (which split into smaller aliens when hit), and a red and magenta wave of fighters to destroy to reach the bonus stage.

Five waves of dancing aliens now shoot in, diagonally opposed asteroids and twirling white flecks which transform into missiles if not shot down sharpish. In the Bonus stage you must dock with two segments of your ship — to make a docking press fire for retro-firing. The quicker the docking the higher the bonus. Docking completed leaves you better armed for the continuing battle, and you need all the weaponry you can get!

MoonCresta can be played by one or two players on redefinable keys, or joystick through Kempston interface.

INCENTIVE SPACEBOUND!

How? By joining *The Satellite Game*, a 30-episode series being developed for BSB! British Satellite Broadcasting will come on air in September, and if you own one of their flat aerials (a foot square and dubbed Squarial) and a receiver box (total pack about £250) you"ll be able to tune in to the first three channels on offer.



The Satellite Game is produced by Broadsword who brought you *Knightmare*, the dungeon game, on TV. In this new fantasy of the future, Earth has been approached by a gigantic alien satellite which threatens to explode and destroy life as we know it. It issues a challenge to young humans to prove humanity is worth saving. Via space shuttle teams of three kids dock with it and must try and defuse its explosive core.

This is where Incentive comes into it. Its fab 3-D Freescape technique used in *Driller*, *Dark Side* and *Total Eclipse* will allow our team to pilot a friendly droid called Larry through the massive fantasy world of the satellite!

Incentive's Ian Andrew is thrilled: 'It'll be a totally new Freescape scenario, specially written for the TV show.' Will we get a computer game out of all this activity? It seems there's a chance, but no promises just now.

SANXION: The Spectrum Remix

This first release from Thalamus scored 85% last issue, and to prove just how amazing it is, Dave Thompson, who devised the conversion from the Commodore original, has snipped a level from the game to let you have a taste of the action!

Steer your craft through the dual view battleground and shoot your way to survival - them aliens are mean...

Controls: Joysticks supported; cursor, Sinclair port one, Kempston. Keyboard: Q - up, A - down, O - left, P - right, SPACE - fire. Redefinable.

Sanxion: The Spectrum Remix is on sale now £8.99/£12.99

TIPS ON TAPE!

Your tape is loaded with POKEs, so turn to page 24 for details, and crack those games!



Game Thrills

WANTED: MONTY MOLE



Time travelling ahoy! CRASH takes you back in time to days when blokes were blokes, chicks were chicks and a dead good game was flippin' amazing. And here's one from Gremlin Graphics to blow your socks off — Wanted: Monty Mole, the first appearance from Gremlin's naughty mole, a CRASH Smash no less (92% October 1984). Let's take a look at this amazing animal...

What a wonderful creature, the Mole! Velvet black fur (awwww!), little paws (double awwwww!!) and a criminal record as long as Nick Roberts's intestines. Eh? That's not right.

Well, it is in Monty Mole's case. You see this particular mole is a devilish creature (Latin: Moleus Mischievius) who goes around screwing up the works at Miners' Union elections by pinching all the ballot papers — the tease!

And now all the union big-wigs are after him, so Monty makes a quick escape down the mine... where his troubles begin.

The action is spread over 21 screens of platforms and ropes with positively heaps of vicious mining nasties for Monty to contend with. Problem is that Monty is defenceless — the poor creature has no weapons so the only hope of survival is to avoid the enemies who kill him if touched.

There are objects to be collected, but only picking up lumps of coal give points. The objects, however, do have their uses — but for the time being we'll leave it up to you to find out what does what, where and when and all that.

If we feel generous we'll get our illustrious Nick Roberts to get a bucketful of tips together for next issue. But for now here's, well, a yoghurt pot full o' tips:

Screen one: Get the coal bucket outside the miner's house, or the coal in the mine is invisible.

Screen three: Get the whip-shaped object (bottom mid-right). This lets you collect the candle.

Screen six: The electric drill allows you to collect the cardle (as well)

Screen seven: The spade in the narrow passageway lets you collect the rotating circle which guards the piece of coal.

Screen eight: Collect the a... Phlurrrrrph! Yech! The yoghurt pot's full; you'll have to wait for the bucket next month. Now then...

MOLE'S WHISKERS

...are great for guiding a mole around their tunnels, but for Monty you're going to have to use the keys or a joystick (Kempston, Sinclair). And they are as follows...

KEY	STICK	ACTION
Q	Up	Move up
A	Down	Move down
O	Left	Move left
P	Right	Move right
B-Space	Fire	Jump

WHAT NOW, MOLE FANS?

So you think *Wanted: Monty Mole* is dead brill, eh? (If you don't you're a complete prawn) Well, Monty has two more adventures captured in computer games and they are: *Monty On The Run* and *Auf Wiedersehen Monty*. Are they good? Swipers! They're absolutely wonderful! *Monty On The Run* was a Smash and *Auf Wiedersehen Monty* came in at a hot 84% (it should have been a Smash but there were miserable reviewers in those days!). Details of where you can get your mole-like paws on the games should be available from Gremlin on 01742 (Sheffield dialling code, dudes), 753423 — give 'em a buzz.

SUPER TRUX

FOR SUPER DRIVERS

Car races, plane races, cycle races – now its the turn of the truck! In a bid to win the most coveted trucking award ever "The Supertrux Trophy", precise steering, lightning reactions and a clear head will be required to get you through in one piece, play as dirty as the other drivers and remember – time won't always be on your side, so put your foot down!



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Spectrum	Disk	£12.99
Commodore 64	Cassette	£9.99
Commodore 64	Disk	£11.99
Amstrad	Cassette	£9.99
Amstrad	Disk	£14.99

Engine:	Six Cylinder in 'V' Formation
Max. Speed in Gears	1st: 12mph, 2nd: 20mph, 3rd: 26mph, 4th: 39mph, 5th: 60mph, 6th: 90mph
Acceleration:	0-30: 8 secs, 0-45: 11 secs, 0-65: 17 secs, 0-90: 25 secs.
Brake Performance:	From 26mph .... distance 6.1 mtr. From 48mph .... distance 14.3 mtr. From 75mph .... distance 27.4 mtr.

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PREVIEWS

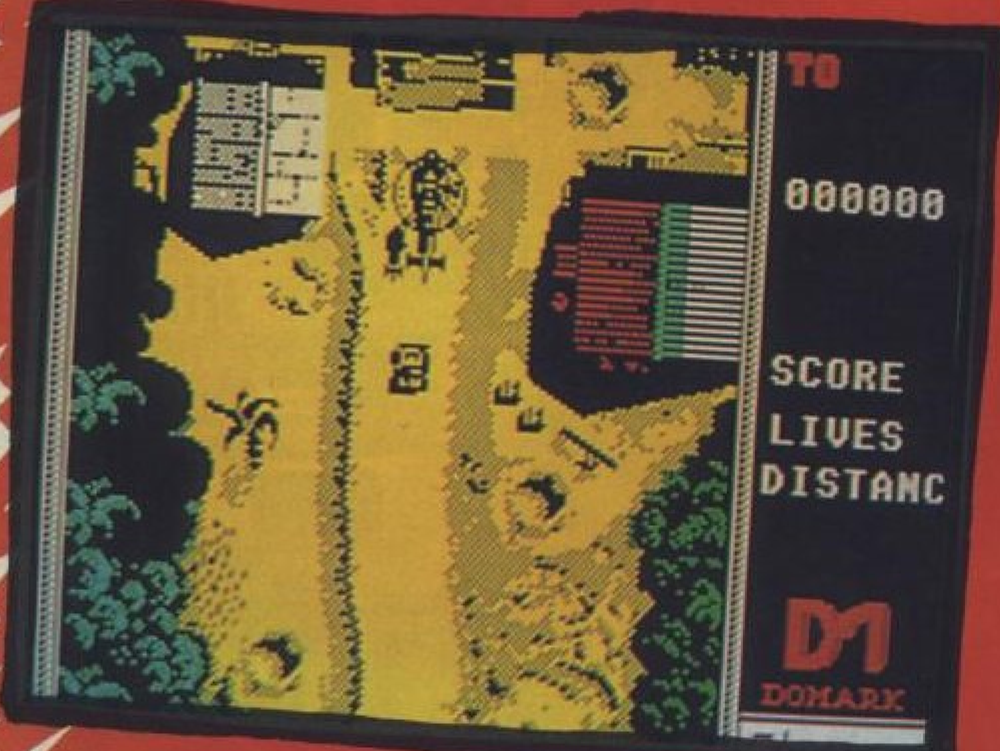
All that's up and coming on the Spectrum scene. First screens, background info and gossip. Compiled by Richard Eddy, the cutey who knows how to dig up the secrets...

DOMARK: LICENCE TO THRILL

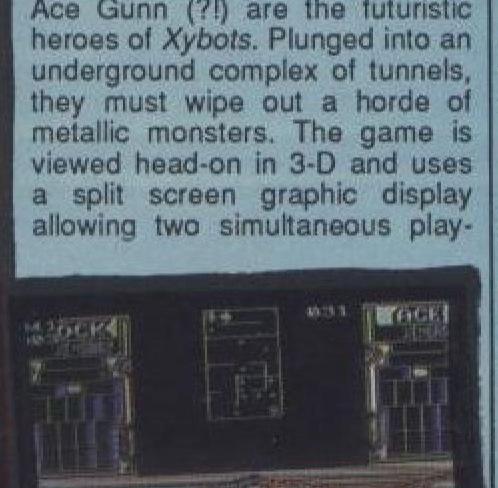
Do & Mark: completely brilliant. Asked about their two imminent releases on the speccy, Domark's comments are 'Completely brillian'. One's *Licence to Kill*, and the other *Xybots*: yes, completely brilliant.

Licence To Kill, the film starring Timothy Dalton, opens June 19 and promises to give rival release *Indiana Jones: The Last Crusade* (a forthcoming US Gold tie-in) a run for your money in the summer hols. Domark have a June release date for the game to coincide with the movie. The celluloid version is promising the toughest action ever, and the game aims to live up to this: playing Bond you'll fly helicopters! Battle with sharks in a death-defying underwater scene! Bash the evil villain Sanchez's thugs in a gut-wrenching bit of mayhem! Race a stolen crop-duster to head off a convoy of petrol tankers stuffed with drugs!

In the meantime here's a screen...



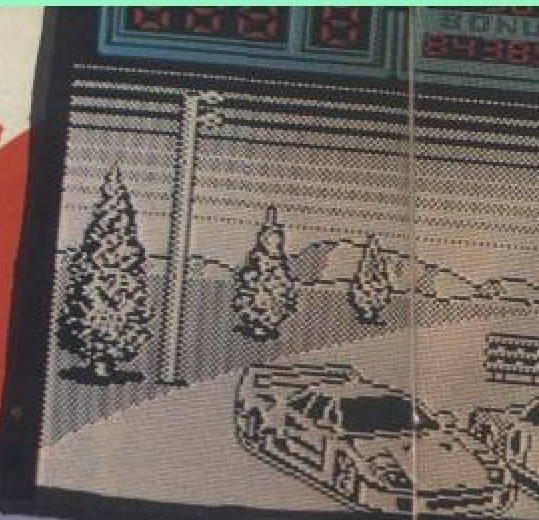
Major Rock Hardy and Captain Ace Gunn (?!) are the futuristic heroes of *Xybots*. Plunged into an underground complex of tunnels, they must wipe out a horde of metallic monsters. The game is viewed head-on in 3-D and uses a split screen graphic display allowing two simultaneous players a piece of the action. The neat bit is that you and your mate don't have to stick together — you can wander off on your own around each maze.



And there's tons to do: Make use of transporters to get from A to B, pick up coins, energy pods, super weapons and keys to blocked sections of the maze. Sounds like a map will come in handy. You'll have to fight for that: It's part of a bonus...and the Xybots stand in your way.

This latest arcade conversion from Tengen sounds, well — completely brilliant! Thank you, Domark.

Out in June at £9.99/£14.99 — watch out for the review.



YOU'RE CRAZY TOO!!

Doc! Take this game to solitary — it's bananas! Round the twist! Mad and dangerous! *Crazy Cars II*, the sequel which improves greatly on Titus's original, takes you for a high-speed spin through four US states. You and your incredibly flash Ferrari F40 make a desperate bid to squash a very dodgy stolen cars racket. Corrupt cops chase you down speeding highways, but no problem —just ram 'em off the road. Just watch out for good cops, speeding ain't

legal, ...
This ...
race ...
from ...
route ...
Road...
nite s...
you're ...
don't ...
before ...
you're ...
This ...
driving ...
versio...
excell...
metal ...
Crazy ...
you fo...



JUST WHEN..!

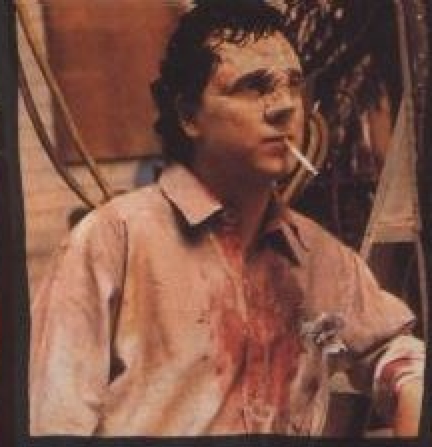
Funny old world, isn't it? The shark — one of man's most prized food delicacies, and Man — one of the shark's most prized food delicacies!

Jaws, the movie box office smash hit is making its debut as a computer game at the end of June from new software house Screen 7 — a company designed 'to cater for gamers who insists on quality and lasting gameplay'. With a statement like that *Jaws* had better have some bite!

Here at CRASH Towers we thought it would be meat to be Jaws, gobbling up all the plebby tourists. But there you go — it's Jaws you have to kill. Anyway, the story goes like this...

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Transmogrified!

al.
his is no straight forward road e — routes must be planned n the map and the easiest e isn't always the quickest: adblocks ain't healthy...An infi- supply of Ferraris helps,but 're against the clock. If you 't make it across the state ore the timer reaches zero 're out.
his looks like being a well 'ard ing game. We've seen other sions of the game and they're ellent! Keep your pedal to the tal and ready to roar when zy Cars II hits the streets near for £8.99!

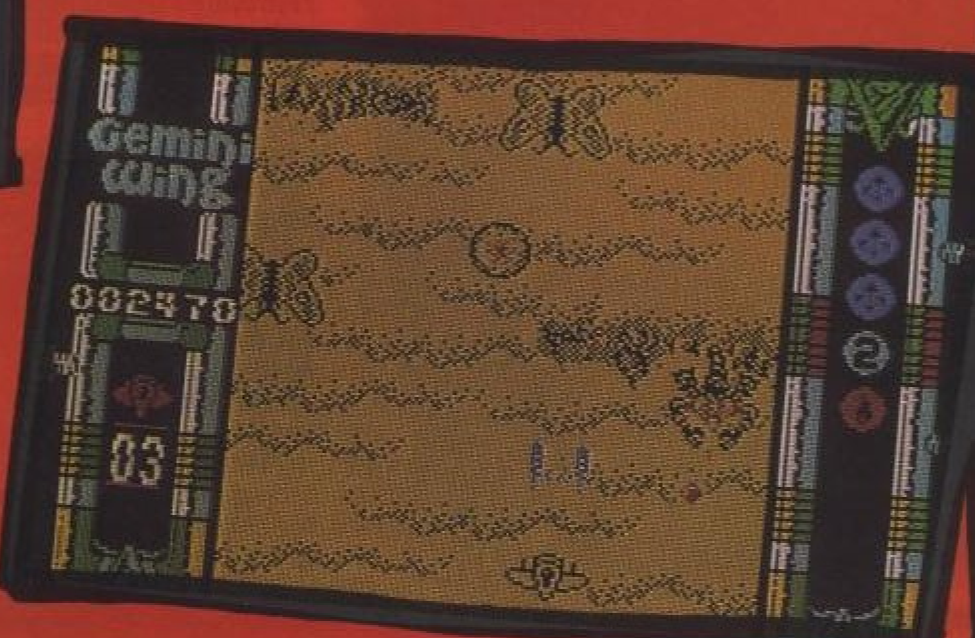
OCEAN OF TERROR

Here's ultimate proof of how seriously Ocean's Gary Bracey is taking work on their *Nightbreed* film tie-in. Not only is he in constant touch with goings-on at Pinewood studios to ensure the computer game will closely follow the movie, he's actually turned into a (rather piggy) looking monster.



Suave on set: Bracey (centre), with left to right, writer/director Clive Barker, Charles *Hill Street Blues* Haid and David Cronenberg.





ity's Mayor has hired a pro- onal shark killer to dispose of inned fiend. Unfortunately, en to Amity Island, the shark 's boat is caught in a fero- s storm and wrecked, and all vital Sharkokill equipment is ered in the caves and ms of a menacing sea world. mity's mayor turns to you, e Chief Brody, and your col- ues Hooper, the shark expert, Quint, the manic shark er. Dive and find the pons, survive and kill Jaws re it destroys tourism for d..
ws, from Screen 7, will set back £9.99 on cassette and 99 on disk — just when you ght it was safe to go back in mputer shop!

WINDSCREEN WIPER OF DEATH!

Luckily it's yours in Sales Curve's other Tecmo coin-op conversion *Gemini Wing*! A well odd theme to this graphics cavalcade of shoot-'em-up mayhem: an organic battle (does it wash biologically whiter?), *Gemini Wing* takes you through seven levels of vertically scrolling organic backgrounds with weird and wonderful aliens coming forward to do battle.

Mutated butterflies, flying beetles, giant salmon, evil eyes and the giant Cyclops are just a few of the beasties you'll encounter.

On your side you've got gunballs which attach themselves to your ship, homing missiles, firewalls, and the ultimate weapon — a huge wand known as the Windscreen Wiper Of Death.

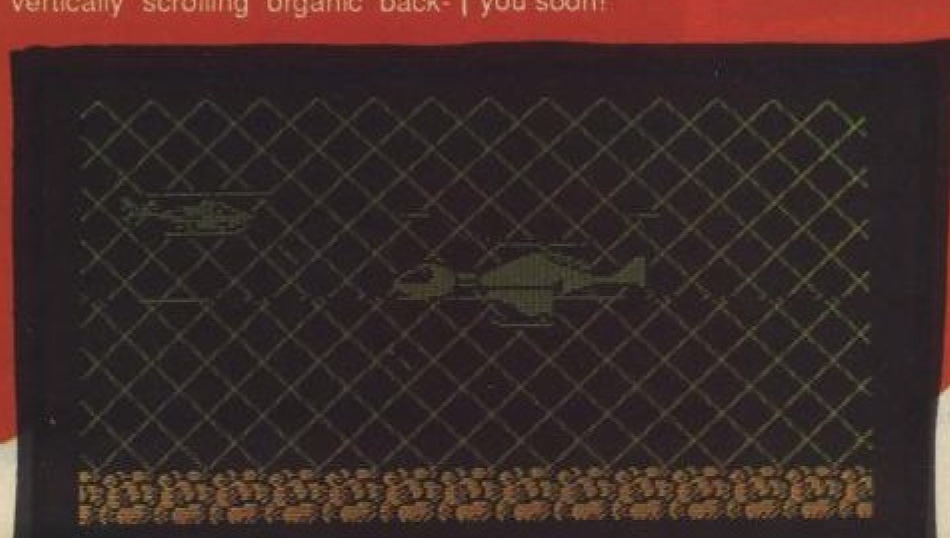
Sounds a jolly blasting wheeze! Review coming to a CRASH near you soon!

I'M SILKY — FLY ME!

Is it a bird? Is it rude? Is it a she? No, 'cos that's just being silly. It's a helicopter and it's a jeep, and they both feature in the forthcoming cataclismic shoot-'em-up *Silkworm* which is (deep breath) converted from a Tecmo coin-op by Nigel Brown of Random Access for The Sales Curve and distributed by Virgin and on release very soon (Phew!).

Silkworm takes you into land and air warfare over hostile terrain and as is your wont, you try to win the war single handed. Or, to be more exact, dual handed — as *Silkworm* is ideally for two players — one controlling the tank and one the helicopter. Kicking off in the mountains there are missile launchers and giant death-dealing helicopters to contend with, as well as the barrage of smaller but deadly foes which attack from all angles.

It's been highly praised in other versions so prepare to go dakka dakka boom any time now for £9.95!

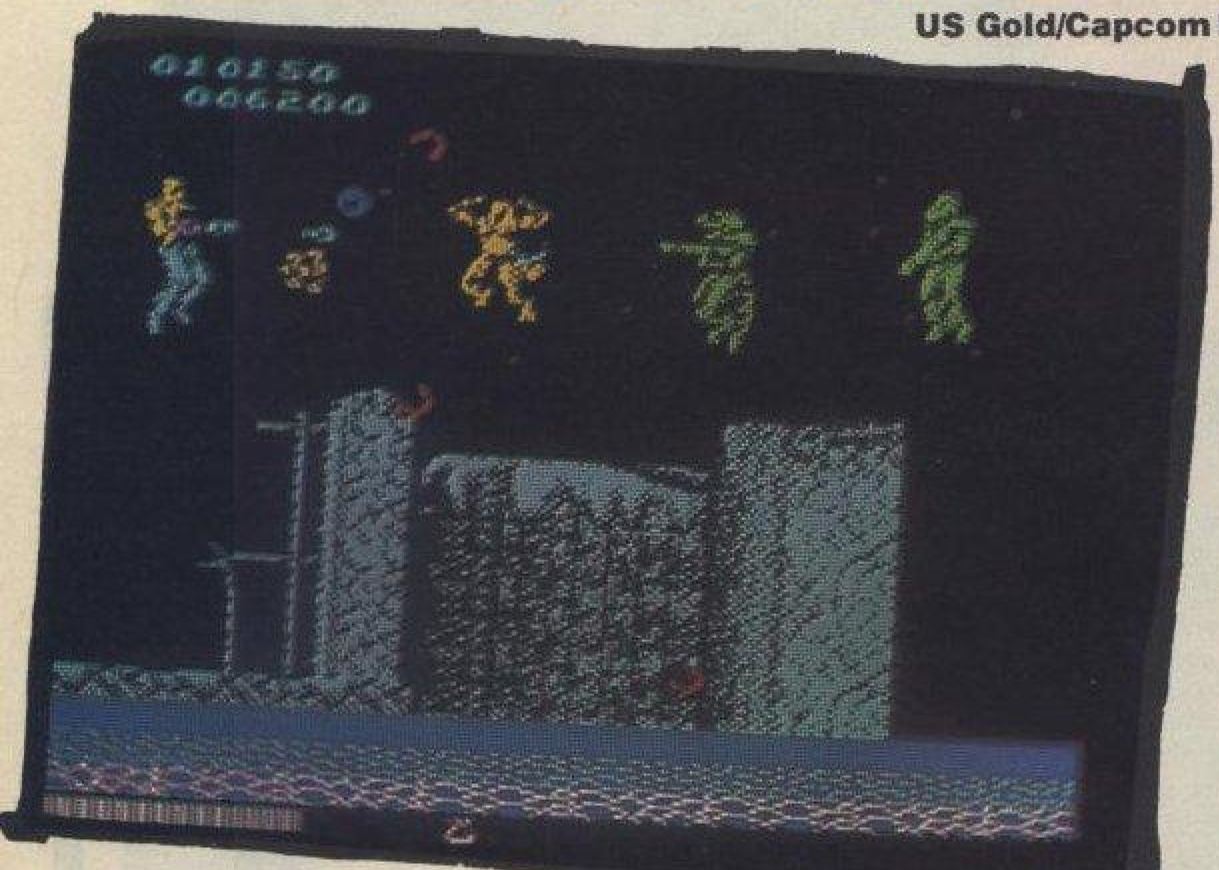


PREVIEWS PREVIEWED

With only (ten) ten seconds (nine) to go until (eight) deadline there's (seven) just time to (six) say what we (five) have in store (four) for the previews (three) next issue! We've (two) got exclusive (one) shots of J... (Booom!) Aaargh! Oh dear...

FORGOTTEN worlds

US Gold/Capcom ■ £8.99/£12.99



The civilised world is in dire peril. The evil Emperor Bios has created eight generally nasty gods with a distinct liking for destroying anything that looks remotely humaniod. Someone has to stop them, and quickly, before more mighty cities are transformed from bustling centres of activity into empty Forgotten Worlds.

It would seem, that millions and millions of very worried and angry people can do some very impressive things, if they concentrate hard enough, and I don't just mean an 'A' in French, either. No, projected from the minds of the distraught last survivors of the human race comes...



red heat



Ocean ■

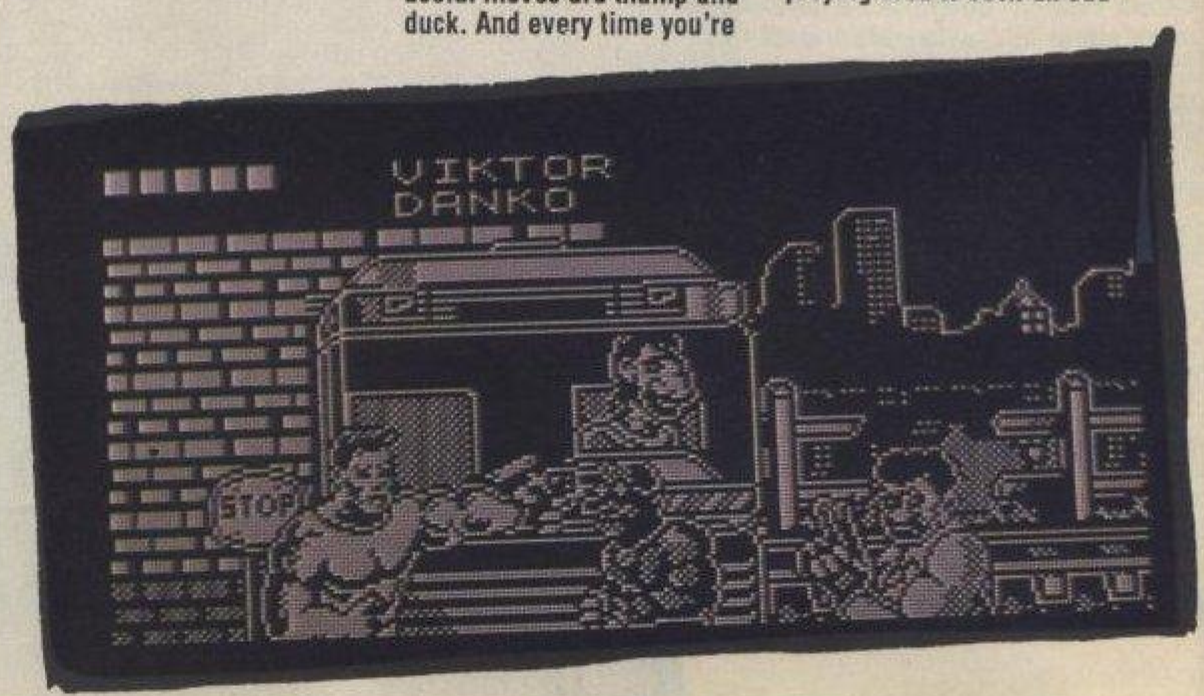
James Bagley for Special FX ■ £8.99

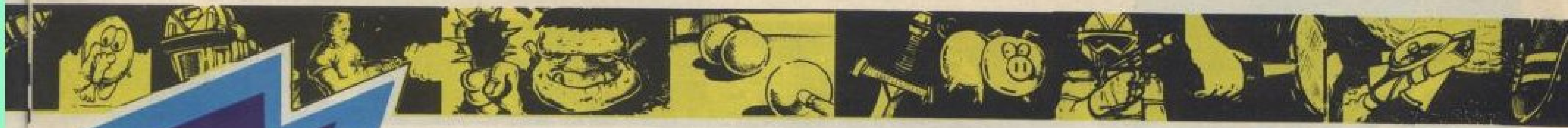
Are you well 'ard?! (gnuk!!) I mean real 'ard? So 'ard it takes a herd of stampeding rhinos to even make you consider thinking about worrying? then you're the man/woman/small cute animal for the job! Because in *Red Heat* you have to be as hard as the star — ex-Mr Universe, Arnold Schwarzenegger!

You're tough Russian detective Danko (Arnie), out to smash an evil drugs ring run by Viktor Rostavili. The game's split over four levels of combat action, with a sub-game in each, taking Danko through different scenes. The first is set in one of Moscow's hot houses (a sauna).

Danko enters to be set upon instantly by a barrage of Rostavili's thugs. But without a weapon you've got to deal with them in hand-to-hand combat (ie: bashing the living daylights out of them!). The only two really useful moves are thump and duck. And every time you're bashed, which happens very often, energy is lost from your stregnth bar at the top of the screen.

As you progress through each of the four episodes, the graphic backdrops scroll horizontally. Now, you may be thinking from the screen shots, that the oblong playing area is such an odd





A CRASH SMASH

NICK *Forgotton Worlds* is smarter than the average shoot-'em-up. With its excellently defined sprites, smooth animation and scrolling it's an absolute joy to play. This is one of the few shoot-'em-ups to incorporates diagonal scrolling (wow!). On later levels — and with aliens flying at you from all directions — it's a real challenge. The shop sequences are quite well done and extra weapons bought there (with your hard-earned Zennies) really help in the mindless destruction. I have a couple of niggles: the aliens you fight are not varied enough and sound is sparse. Otherwise *Forgotton Worlds* decidedly lives up to the standards we have come to expect from US Gold.





Nick Roberts...! No, no, get off, Nick, I'm writing this. Comes... two mega 'ard warriors, ready to tackle the greatest challenge (except *Navy Moves*), and generally ward off evil and save the universe; yer average superheroes, really.

Their task is to destory every last speck of evil in the universe — that means Bios and all his demi-gods, the Golden Dragon, the God of Destruction, and the Paramecium. Maybe they could clean up the CRASH office while they're at it...

Five levels confront the daring player of *Forgotten Worlds*. In each there's a horde of alien monsters, some of whom leave behind a blue blob — a Zennie coin in reality — which can be traded in the shop for all sorts of goodies: extra firepower, weapons, cans of Coke (well, maybe not).

Forgotten Worlds has an innovative control method, allowing you to swing around and fire in different directions by using left and right with the fire key pressed. Without fire pressed, controls react normally.

Though *Forgotten Worlds* has comparatively poor graphics, its gameplay is very good; the feel of the hit Capcom arcade machine has been represented to the highest level one could expect. Despite the fact that the scenario and game elements have been used one zillion times before (with the exception of the rotational shooting), it's addicitive and playable, and though a touch pricey at nine quid, it should be considered by everyone!

MIKE

The accurate conversion of this Capcom arcade hit should please everyone

RATING	
PRESENTATION	90%
GRAPHICS	91%
SOUND	89%
PLAYABILITY	91%
ADDICTIVITY	90%
OVERALL	**90%**



NICK Has Arnie Schwarzenegger ever thought of setting up his own software company to cope with all the games he stars in? *Red Heat's* presentation is unusual and really quite good: a large *Red Heat* logo scrolls across the screen with some groovy border effects on either side to make it look a bit more flashy. But it's such a pity the rest of the game is pretty darn naff. The main game consists of a waist up sprite of Arnie and various scrolling backgrounds that vaguely resemble the film. Nasty people with guns and very hard fists walk along and hit you a lot. *Red Heat* could provide some fun if you are a wiz at beat-'em-ups, but the lack of gameplay prevents it from being a 'great'.

shape. Well, yes it is! However this also gives an effectively wider playing area and a cinematic feel to the game. Get used to it and the effect works well.

On each level there are bonus stages, indicated by a floating 'B' icon onscreen. Entering these takes you into a sub-game to play for extra points. On the first level it's a mega-waggle to crush a hot rock, on the second a puzzle as you attempt to rebuild a broken key.

Each level is loaded individually and on the second, third and fourth levels you have a gun to blast the thugs to smitherines, though there's a limited supply of ammo. The action goes on from the sauna into a hospital, crawling with vicious nurses, then onto a hotel and finally into a goods yard where, after bashing Rostavili's entire army of reprobates, you meet the man himself. If you want to complete the game you have to finish him off — and this, crimebusters, is no easy task at all!

The graphics throughout *Red Heat* are incredibly detailed and work really well. The only let down is the serious lack of colour — it's white on black the whole way through — even a splash of colour around the border of the playing area would have brightened up the proceedings.

If lack of colour doesn't worry you and you're just in it for the furious addictive action — and even with three lives, it's a real toughie — *Red Heat* is well worth spending some time on.

RICHARD

Several sub-games add to the furious addictive action but doubtful gameplay

RATING	
PRESENTATION	80%
GRAPHICS	70%
SOUND	77%
PLAYABILITY	68%
ADDICTIVITY	76%
OVERALL	**74%**

Super Dragon Slayer

Code Masters ■ John Ferrari, John F. Cain ■ £7.99

The author of the first ever Smashed budget game, *Booty*, has written this platform game. For some inexplicable reason, the game's focal point is the killing of a dragon and the rescuing of a princess — hardly what you'd expect, eh?

The star is a princely hero, who has to battle through four levels of fearsome monsters before he can get destroy the dragon. Once the dragon's dead, he can get down to the real princely business of marrying the princess and living happily ever after...

Some of the more benovolent monsters leave behind a helpful icon: shields, extra energy, or a spell ('cause this prince is no Paul Daniels — he's a real magician!).

I'm afraid I don't like *Super Dragon Slayer*. Its graphics are poor, colour clash is rife, and apart from an average title tune, the sound's very dodgy.

MIKE

Not so super on graphics, sound or gameplay in a budget look at full-price

RATING

PRESENTATION	68%
GRAPHICS	47%
SOUND	60%
PLAYABILITY	62%
ADDICTIVITY	51%
OVERALL	**57%**

NICK I don't really see the point in Code Masters going into full-price games with graphics like these. I mean, just take a look at the screenshot — they don't look worthy of the price tag do they? Having said that, Richard likes it — (It's alright, playable 'n' stuff! — Rich) The control method and the clash are the first things to hit you. It won't let you jump in a diagonal direction, so every time you want to jump up you have to stop dead and jump on the spot — very tedious. The only good thing is the music — it's the usual Code Masters stuff but at least it's there.



chuck yeager's AFT

Electronic Arts ■ Stefan Walker ■ £8.95/£14.95

Chuck Yeager is a real man among men in the often very glamorous world of aviation. Last issue we previewed the game and revealed the man behind the 'bone-dome' (helmet to us land-bound pilots), this issue the Spectrum gets its taste of breaking the sound barrier.

There's far more to *Chuck Yeager's AFT* than test flying the latest jet aircraft in the odd loop or roll session. Chuck Yeager had to practically fly every new type of plane around, and the simulation allows you to do just that in 14 aircraft types, including the 'Glamorous Glennis' X-1.

Chuck's quite willing to let you loose in anything from a Sopwith Camel to the ultra-fast SR-71 Blackbird reconnaisance plane — just make sure you're strapped in and don't pull that lever marked 'Eject'. A great pity the graphics of each type of plane are limited to all of two types of representation, an F-16 and a bi-plane graphic!

The key to all this flight business lies in the five options (one on the 48K) accessible from the main menu. A nice leisurely Introductory Flight is recommended for novices who don't know their flaps from their altimeter (docs anybody?).

If, however, you want to learn everything about flying and pretend to qualify for your licence, use the Flight Instruction mode. Here Chuck offers words of wisdom about basic, advanced and aerobatic moves (and he should know!), allowing you either to fly or observe the plane as it spins, rolls and yaws around — an SR-71 or the XPG-12 Samurai looping the loop are not impossible, but

Navy moves

Dinamic ■ £9.95/£14.95

U-5544 has to be destroyed — it simply has to be, because it's a Radar Homing Nuclear Submarine! And there it is, damned well sitting somewhere in the Atlantic Ocean.

So off you go in your rubber dinghy to destroy one of the most powerful and dangerous sea-going vessels ever created. What a brave chap!

The mission seems to be going well, bobbing jollily along the rough sea, when an odd looking purple jellyfish comes along. Only when rapidly flying though space with the ragged bits of your inflatable zooming past do you realise that they are, in fact mines (or very explosive jellyfish, at least). These, however, can be jumped over; the problem really starts when those nasty enemy people start bouncing past you on their jet-skis.

Not only that, but they're firing harpoons at you (now you know how the Icelandic





not recommendeded unless you've a qualifieied instructor like Chuck with)i you. He'll probably disownwn you if you do loop a Blackbkbird!

For 128K ownmers, the Formation Flyinng and Aeroplane Racining options really put a pilolot's newly learned skills tolo the test. Keeping from hihitting the ground is the leeast of your worries when thhe computer-controlled aircraaft starts dodging betweeen buildings and performing j barrel rolls, Immelmann turrns and Cuban eights loops at I the same time. Aeroplanee racing is much the same: except you try to out-race CChuck around five twisting aerial courses. The choice of a P-51 or F-18 being yours for the attempt.

Although *AFTT* may lack variety in planee and cockpit graphics, the reealism behind it is most authentic, with each plane havring its own unique flight peerformance levels and flying in its own individual way. The solid 3-D performs very well, the graphics moving smoothly with a fast pace to match.

Half the fun of the game is in learning how each plane operates, although it could get a mite repetitive given time. The instruction mode, formation flying option and aeroplane racing option serve as bonuses on top of what is a highly competent flight simulator. Pity there's no combat in the game.

ROBIN HOGG



Fast, solid 3-D graphics and loads of options make for an engrossing simulation

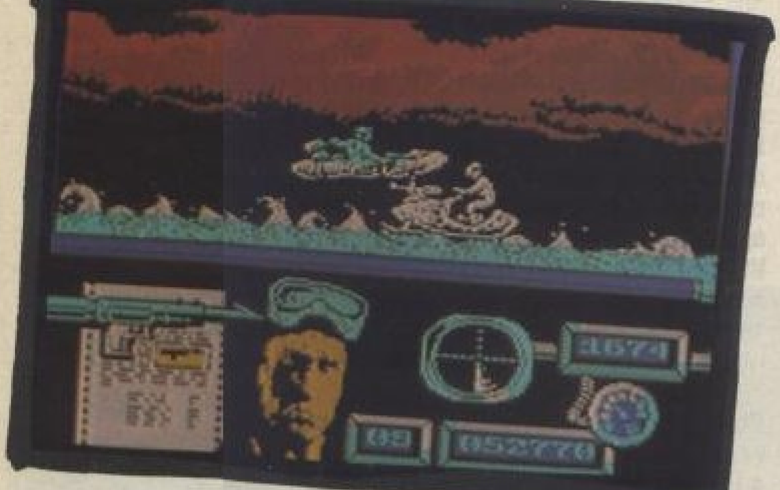
RATING	
PRESENTATION	81%
GRAPHICS	78%
SOUND	35%
PLAYABILITY	81%
ADDICTIVITY	79%
OVERALL	80%

whales feel, matey!). As if that wasn't difficult enough (believe me it is, it's nearly impossible!), the next stages include sharks, harpoon-wielding divers, and extremely 'ard octopodes (that's what the dictionary says is the plural of octopus, honest!)...

The game's second half is altogether easier — the first is very nearly impossible (without POKEs!). The object to wound generals with your rifle — not the flame thrower! — and interrogate them to discover their computer access code. When you've got all the codes, you have to find a computer to tap them into, followed by the appropriate instruction (emerge, open door, etc). All these instructions in the right order and in the right places get the desired results, and the game is complete...

Despite the second level looking very like *Dan Dare*, *Navy Moves* is an original, challenging game, and once the first stage is out of the way, it really becomes enjoyable. If it wasn't for the first half's unbelievable difficulty, *Navy Moves* would be a superb game — it took us days to get onto Level Two — and it's possible this may put off any but the most hardened arcade player. Nonetheless, it's very well prgrammed, and a game which should be persevered with!

MIKE



NICK Wen I first saw it I thought it looked hard, and I wa right. But what's the point in having a game that doesn't ffer much of a challenge? At least *Navy Moves* will gre you more lastability at this level of difficulty. Wht's likeable about all Dinamic games is that they come inwo parts, and in *Navy Moves* part two is even better tan part one, a great 'explore the different rooms' gamin a similar vein to the *Saboteur* series. All the graphicsre of the highest quality, there's plenty of colour... ancl course a little clash. Sound is sparse with no tunes, ju:the odd effect, but I still thoroughly enjoyed the game. Aexcellent piece of software.

After a too-tough first section, the game's of the highest quality

RATING	
PRESENTATION	87%
GRAPHICS	84%
SOUND	76%
PLAYABILITY	86%
ADDICTIVITY	86%
OVERALL	83%

Mike Read's Pop Quiz

Elite Systems

■ **£7.99/£11.99**

Obviously, the questions are about music, but I'm not sure that opera and classical questions really fit into a pop quiz. Still.

There is a one- or two-player option, but the computer opponents aren't brilliant (I can beat them!), and the game improves a bit if you've got a friend who knows a lot about music (or, failing that, Nicko).

A game's divided into six rounds. There are two jukebox rounds, one at the beginning and one at the end, in which you have to pick one of twelve squares. Behind each square sits an icon representing one of the six subjects — each team member selects one in each round. If a player gets it wrong, or is too slow, it's passed to the other team for one point instead of two.

In the second section — spot the star — ol' Mikey gives you three clues to a star's identity; if you get it right on the first clue, that's three points, the second, two, and the third, one.

The third round, your scene, lets you choose a difficulty level. Easy is your player's specialist subject, Hard is a different one, for two points. If you get the question wrong, it gets passed over to the other team for one point.

Name the year is the fourth round — you get given a clue to a year, and round five is the quickfire round — answer up to nine questions in 45 seconds. Getting an answer wrong results in a two-second penalty. Then it's back to the jukebox again...

Pop Quiz is a really poor effort; the graphic presentation isn't bad, but there are only 1,000 questions in six blocks; each block doesn't take long before it starts repeating questions. It's very like *A Question Of Sport* in style, but despite Elite's effort to make it rewarding and addictive, it turns out a bit of a turkey.

MIKE

The lack of questions catches up and makes the game repetitive

RATING	
PRESENTATION	64%
GRAPHICS	61%
SOUND	15%
PLAYABILITY	59%
ADDICTIVITY	56%
OVERALL	52%

NICK If you want a review of *Mike Read's Pop Quiz*, just read the review of *A Question Of Sport*, also from Elite. The only difference seems to be the questions and the graphics, everything else is identical. I'm not trying to put the game down, though. It's great fun to play in parts. The only things wrong are the time you have to spend waiting for the computer team to answer all their questions and the large amounts of blank space on the screen. Being a game about music you would think the sound would be pretty good wouldn't you? But no, it's pretty average.



3D POOL

Firebird ■ Orlando M. Pilchard (hmmm) ■ £7.99

NICK Interesting idea, and it works a treat. It's a sort of cross between that brilliant game known as Pool and Freescape. I am now totally addicted. The graphics are pleasant, the 3-D looks convincing and, although the table seems very blocky and unatractive, it moves smoothly from side to side and up and down. The game of Pool itself is good when you play against another person, but if you play the computer be warned — it's one of the worst cheats around. There's one thing I don't understand, why have the programmers put such stupid names in the name bank! Catford Kid and No-good Nik, I ask you!



There can't be anyone who doesn't know the rules of Pool, but I suppose for Nicko's sake I'd better explain them.

There's a white cue ball which you hit with a long stick, and the aim is to make the cue ball knock into other balls so that they fall into one of six pockets. The first player to actually get a ball down stays with that ball's colour for the rest of the game. Foul shots are incurred by hitting another colour before any of your own, potting a ball of your opponent's colour, potting the cue ball, or not hitting any balls at all. Foul shots award your oppenent a free turn.

Unlike the normal game of Pool, there's no cue in this version; you have to imagine a line between the cue ball and the centre of the screen which represents the cue ball.

In the proverbial mists of time, there were millions (well, a few) Pool/Snooker/Billiards games, and, quite frankly, none of them would even sell on a budget label these days. Clearly Firebird have tried to modernise the old style of flat two-dimensional graphics and very simple gameplay. The graphic revamp has worked tremendously, with a huge Freescape-style table and reasonably smooth ball movement.

The gameplay, however, hasn't worked as well. There's a limited amount you can do with a game which is mainly a social activity. The character set is ugly, and unfortunately, the pool table has a few discrepancies (like the way the pockets of the table stick out like pieces of carboard!), and the shading of the balls is a bit unrealistic. Still, it's a new angle on an old format — personally, though, I think it's overpriced.

MIKE

The 3-D revamp gives a new lease of life to the old tabletop favourite

RATING

PRESENTATION	66%
GRAPHICS	83%
SOUND	39%
PLAYABILITY	76%
ADDICTIVITY	71%
OVERALL	**70%**

MICROPROSE Soccer

A CRASH SMASH



MicroProse (surprise, surprise!) ■ Sensible Software (programmed by Smart Egg Software) ■ £9.95/£14.95

It's really quite a silly game, when you think about it, isn't it? Soccer, I mean. Kicking a hollow cow around and trying to get it between two sticks seems to appeal to an awful lot of us, though, so MicroProses's latest simulation might well be very popular. We all know what football's about, so no point explaining that, but *MicroProse Soccer* has lots of interesting features which make it addictive and playable, even to boring and unfootbally people like me!

The first, and most important, is that you don't have to wear studded cow skin thingies on your feet (oooooer!) and there's no hollow cow to kick around.

Then, of course, there's the indoor/soccer option allowing you to choose between a six-a-side indoor league or championship or an outdoor game. The latter includes a brilliant rain feature (watch them players sliiide!).

Then there's the banana shot feature. This lets players kick the ball in a terrific curly manner. And to round off there are the World Cup and All Star Tournament competitions, not to mention the two-player modes.

In short, *MicroProse Soccer* is an excellent simulation of a game which I had previously found quite boring. The graphics are superb, instructions comprehensive, and gameplay and addictivity are all brilliant.

MIKE

NICK *MicroProse Soccer* is packed full of great overhead graphics, addictive gameplay and absolutely brilliant sound. The main screen is an aerial view of a football pitch and you control one of the excellently animated players and score goals (Yeh, let's state the obvious!). But that's not all there is in the game. You can select various options to make each game more interesting such as weather, replays and banana power (I prefer apples, they're much better for you). The weather's best, I just love playing football in the rain and thunder! *MicroProse Soccer* makes an excellent alternative to *Match Day* or *4 Soccer Simulators*, check it out.

Great graphics and tremendous new features make this a winner

RATING	
PRESENTATION	85%
GRAPHICS	92%
SOUND	91%
PLAYABILITY	89%
ADDICTIVITY	91%
OVERALL	90%

H.A.T.E.

Gremlin Graphics ■ Costa Panayi ■ £9.99/£14.99

It's 331 years in the future and things on Earth are bad (and I don't mean Michael Jackson). In fact the entire galaxy isn't doing too well. Hostile forces from the other side of the universe are beginning to threaten the very stability of human existence. And whaddya know, there ain't anyone qualified to fight 'em. That's the result of all those education cuts...

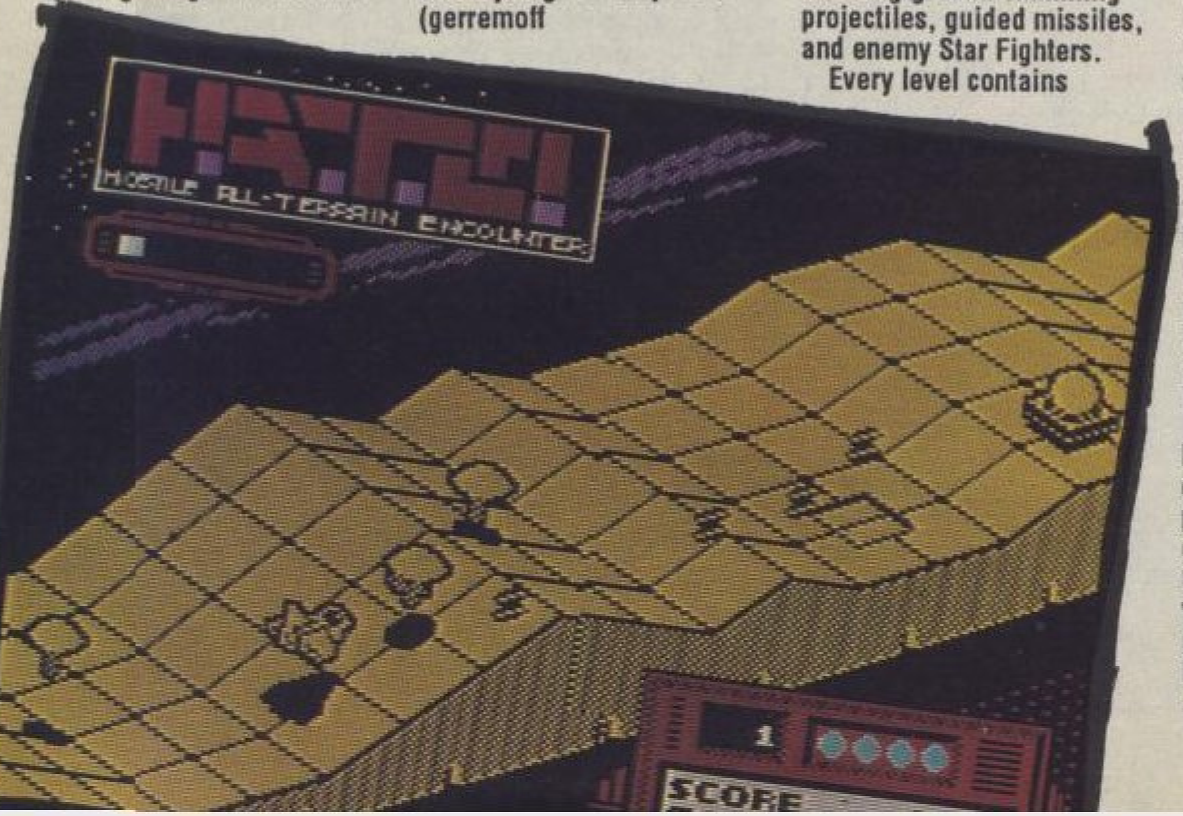
Still, someone has to do it. Off you go to Stripworld (gerremoff fnarrrrrryerkyukyuk... — no, no Mark, you're on TGM now) to train for the alien-killing mania ahead. Hostile All Terrain Encounter (H.A.T.E.) training involves 30 levels of avoiding and shooting ground-skimming projectiles, guided missiles, and enemy Star Fighters.

Every level contains plasma energy cells, vital to successful progression. The object is to shoot off a covering and pick up the cells left behind. You require at least one plasma cell to get onto the next level. Collect more than one, and the extra cells act as extra lives in as much as if you fail the next level you're sent back to the last level on which you collected more than one. The only drawback of this otherwise interesting feature is that it tends to make a game last for hours, and the levels get a bit repetitive tenth time around!

As well as all this (you lucky people), there are two different types of craft to pilot: the Star Fighter, which can vary altitude, and the Ground Assault Vehicle, which only zooms along the ground, but can also chuck bombs around as well as the usual laser bolts. These two craft alternate, first level with the Star Fighter, next with the GAV, and so on.

H.A.T.E. is very enjoyable. It has superb graphics, with immaculate diagonal scrolling. Despite the repetitive feeling replaying the same levels can have, making it less lastable than it could have been, it's a jolly good and very pretty blast.

MIKE



NICK I love to H.A.T.E. Well with this new Gremlin release anyway! The 3-D graphics and animation are spot on, and they're not spoiled by feeble attempts at colour either, good reliable monochrome right throughout, with a colourful border to brighten things a little. Music and sound effects are very arcade-like, and the smooth scrolling adds to the enjoyment. The variety in the aliens and alternating craft levels make for a good lasting game that you won't get bored of.

Costa Panayi's back on the spot with superb graphics and an enjoyable game

RATING	
PRESENTATION	78%
GRAPHICS	82%
SOUND	78%
PLAYABILITY	77%
ADDICTIVITY	74%
OVERALL	78%




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We all know what a tough bunch of so and so's paratroopers are, but *Para Assault Course* may go some way to explaining why.

Most assault courses are pretty gruelling, as is the one in this game. Walls, ramps, death slides and barbed wire netting, etc, all conspire against the player as he leaps, crawls and swings his way to the end of each section.

And yes, this is a joystick waggling game, so the poor old player often gets as much exercise as the character he is controlling. Play this for too long and your arm will feel as if it's been sat on by a large gorilla!

But, as with most of these *Combat School* style games, if you have built your arm muscles up to the proportions of Arnie Schwarzenegger, it's up and at 'em to beat that clock.

Overall 69%

ZYBEX

£2.99 ■ ZEPPELIN GAMES

You, alone or with a friend, must undertake a suicide mission that will literally save your life(?!). Not as silly as it sounds: You're a man condemned to death who can save his own neck by searching the planets of the Czokan System for teleport crystals.

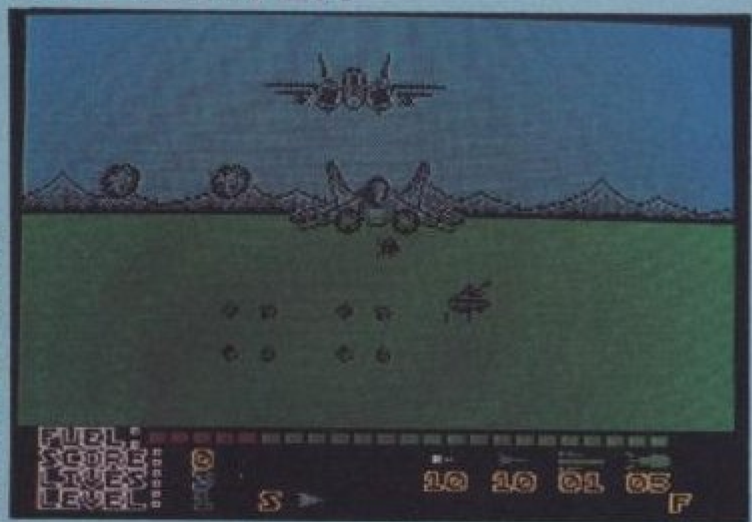
Not much of a choice and it's tough with a plethora of enemy craft swooping and swirling around you. But help is at hand with a variety of weapon pods to pick up to amass a pretty devastating range of armament. The ultimate aim is to find the fabled Zybex crystal so that you can once again live as a free man.

Zybex is full of the elements you expect in a shoot-'em-up, frenetic action, blood thirsty alien hordes and plenty of obstacles to crash into if you think you're a smart git and want to dodge round the aliens 'cos there are too many of 'em. *Zybex* is good value for money, take a look at it today.

Overall 87%

MiG-29 SOVIET FIGHTER

£2.99 ■ CODEMASTERS ■ RICHARD CHANEY



Fast, fun, and lethal! That's the essentials for *Mig-29*. Roaring through the skies in Afterburner style is what this game is all about. Taking off from the airstrip takes you right into the middle of a frantic air battle, with endless enemies coming at you from the front and lauching ground-to-air missiles from the battlefields below.

With a generous supply of weapons, and more being dropped by parachute to you — and even an H-bomb at your disposal — killing the opposing forces is not as difficult as it first may seem. We managed to get through the first three levels (mountains, desert, North Pole) on our second go!! £2.99 is good value for what *Mig-29* offers — instant appeal, fast action and decent graphics — but don't expect your interest to be sustained for long.

Overall 64%

TWIN TURBO V8

£2.99 ■ CODEMASTERS

Vroom, vroom, rev up that engine and burn off down the road!. Sounds exciting eh?, well personally I couldn't fall asleep fast enough.

The race starts in the time honoured manner, with the player's car sitting at the starting line (puzzling how your car is coloured and the rest are in mono, perhaps they ran out of paint).

The aim is to reach the end of the run within the confines of the dreaded timer. There are five runs in all, and frankly, the only reason they present any challenge at all is the sluggish control of the car.

Other road users bump and jostle you mercilessly, but a lot of the time you don't notice them because the scrolling is so jerky that they are upon you before you can react. *Twin Turbo V8* adds nothing to the racing game genre, so save your money.

Overall 26%





WILDWATER

£1.99 ■ BUG BYTE

Wildwater is programmed by one of the guys responsible for the next Grandslam biggie *The Running Man.*

Canoeing is a fairly unusual subject to base a game on, but this is very good. Your task is simple: pass through the gates in numerical order (1-8) within a five minute limit.

Points are scored for going through in the correct order, but be warned they are also deducted if you can't count. Control of the canoe is initially tricky, especially as there are underwater currents pulling the inexperienced canoeist all over the shop, but after a few tries the beast is tamed and the adrenalin pumping fun begins.

Also beware of hitting objects in the water, this knocks up the damage meter and will eventually lead to an early bath. *Wildwater* is a good simulation game that is well worth a paddle.

Overall 78%

THE POWER

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ZZAP 64 – "I thoroughly recommend Arkanoid – for the simple reason that it's simply gorgeous playing with it."
COMPUTER GAMES WEEK – "The take home message is simple. You want a great arcade game?"

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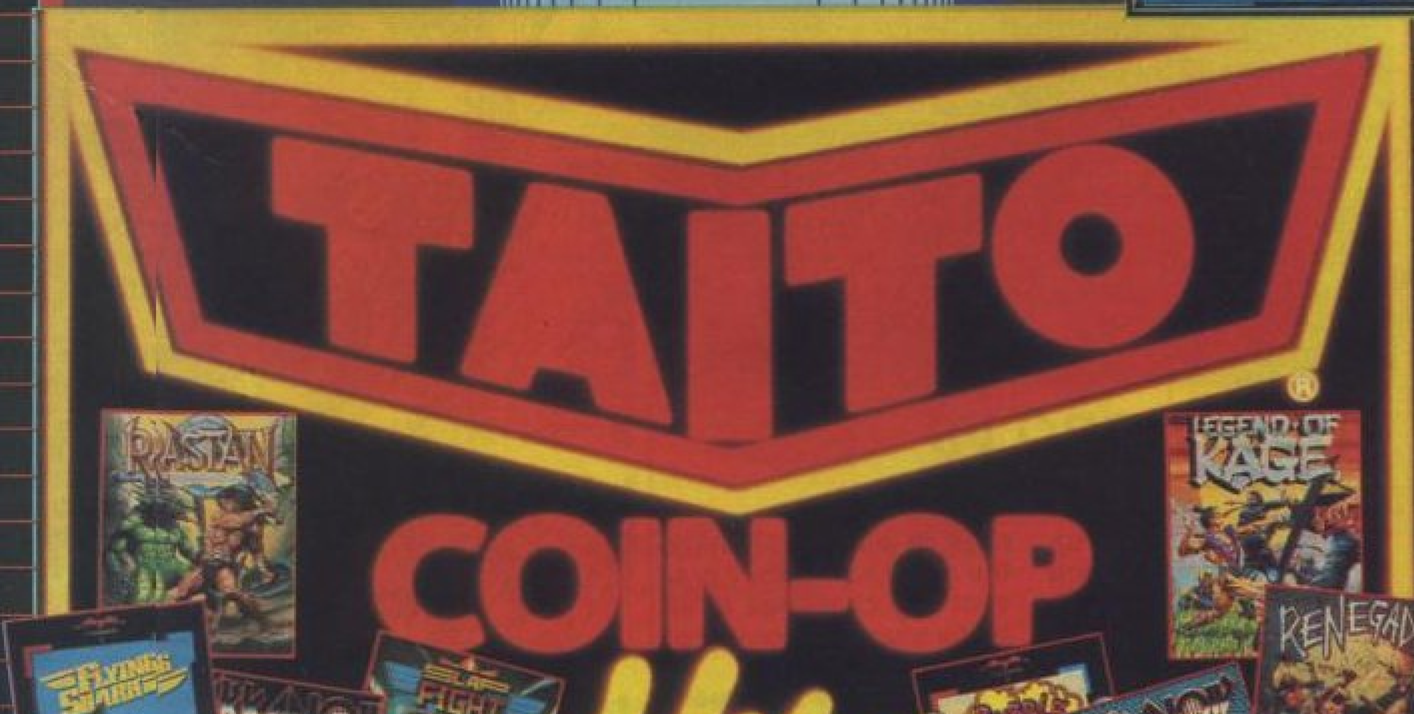
ARKANOID REVENGE OF DOH
AMTIX – "Excellent – can't fault it. A future number one."
YOUR SINCLAIR – "Immensely impressive and chronically addictive. A Classic."

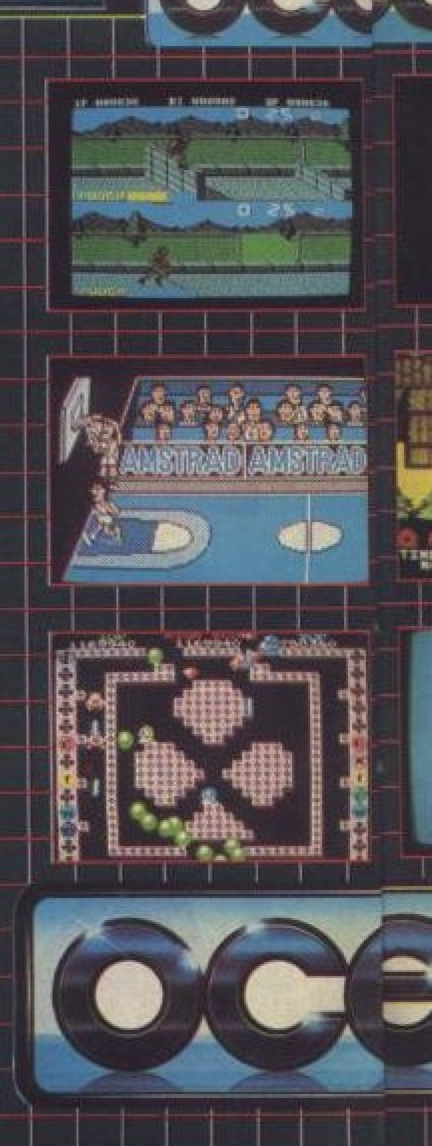
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Nick's PLAYING TIPS

...AND HE'S GOT 'EM TAPED!

Wow, yeah! A new Playing Tips section. It's taken a month to write but I don't care, you're worth it. 'What goodies has Nicko got for me this time?', I hear you shout (well I don't actually, because you probably don't live anywhere near Ludlow). I've got a brilliant map of Rex, tips on Dark Fusion, Run The Gauntlet and other such beauties. And for the first time ever in the history of life, the universe and everything, I have some POKEs on our Mega Tape (cue canned applause) so you don't have to spend hours typing the long listings in any more. One quick load from the tape and you have got your infinite lives, energy, sausages or whatever. So no more complaints about the listings getting longer. Well don't just sit there, get on and read the tips.

POKEs on tape...

Cor, it's the groovy POKE tape from Nick's Playing Tips: Find it at the end of Side A after Micronaut One. I do hope you like it, but of course you can't unless you know what games are POKEd on it. Well there is...

BIGFOOT from Code Masters. This is the new arcade adventure game where you take on the role of a big hairy bigfoot (wooo!). The POKE changes the game so that every time you die you are given an extra life, useful eh?.

HELLFIRE ATTACK from Martech. The game that was a cross between *Thunder Blade* and *Afterburner*, and to make things really special, the helicopter flew upside down. This mega hack will give you infinite lives.

THE INCREDIBLE FIREBIRD LOADER Yes folks, you may think that a listing that sounds very much like this has already been printed in these pages of mine. But this is a new one. Load this one up and then **MERGE ""** either the *Dynamic Duo* DATA or the Peter Pack Rat DATA. These DATA lines slot on the end of the Firebird program. Then type RUN and load in the game you chose as normal.

DYNAMIC DUO from Firebird. Remember this, it's that game where a little dwarf goes around with a duck on his head(!). I'm sure that a CRASH cap would be a more sensible thing to wear! Anyway, these DATA lines are for use with the Firebird loader and change the game so that you can never die.

PETER PACK RAT from Silverbird. This was a brrrilliant game and got a House Hit in the Budget Bureau. It was the one with the cute little rat running around picking up bottles and fings. To help you in your quest for a good booze-up here are infinite lives.

Well that's all the POKEs for this issue. But wait, here is some great news. Not only will there be more POKEs next month, there will be an actual POKE program with graphics and stuff. You will just have to scroll up the list and select the game you want to hack into. Thanks to Graham 'Turbo' Mason for all these brilliant POKEs, and we all look forward to seeing his POKE program next Mega Power Cassette.

Stormlord

More Hewson fun with this great game from none other than Mr Raf Cecco. But not great enough because the solution has already found its way on to my brand new desk (well it's an old art one actually!). Now I've never been one to spoil the fun so to save all the complaints that I would surely receive I am going to print this solution bit by bit. Here is the level one bit for you this month.

Level One

Go left and get the key. Go right, through the worms and open the door. Use the first visible springboard, get the fairy, use the springboard. Get the umbrella, use the second visible springboard. Go right through the rain and dragons and get the fairy. Go left and use the springboard. Go left and get the honey pot. Go right and swap the honey pot for the keys thus diverting the swarm of bees (wow, poetry). Get the fairy from the brick chamber. Go right through the eggs and flies to open the chamber door with the key. Get the fairy and use the springboard. Go right and get the honey pot. Go left and swap the honey pot for the umbrella so that the bees will be diverted. Go right until you are out of visible range of the bees (so that they calm down). Go left and get the key, go right (ignore the first door) through the worms and open the chamber door. Get the final fairy.

Look out for more of the solution next month.

The Munsters

I'm told that this is the game with the ex-CRASH writer in it. But I wonder which one he is supposed to be? Anyway, The Munsters is that average arcade adventure from a couple of issues back. These tips come from a big fan of the TV programme, Simon Brooks.

Level One
Wait upstairs, kill creatures until spell bottle is full. Get pillow. Kill witch in same room. Get cross but be careful not to go further into the graveyard. Top up magic. Go for bottle. Kill witches, get bottle, get key. Kill witch above stairs. Down stairs. Kill witches, get ball, get glove. Go back and kill zombie guard. Get book, kill zombies on way back. Go to Herman.

Level Two
Go back and forth first two rooms collecting spells. With highspells, duck under ghost. Run all the way to staircase. Take Grandpa upstairs. Take Herman upstairs. Kill monster on right. get first ghost. Go back to top of the stairs and kill monster on left. Get second ghost. Kill remaining monster. Get Eddie. Go to end of level.

Level Three
Try to stop injury to dragon more than to car.

Level Four
Walk across to very last room. Press diagonally-up on the doors (one at a time) on way back. As soon as door starts to open, shoot. After half of the doors have been opened you will find Marilyn.

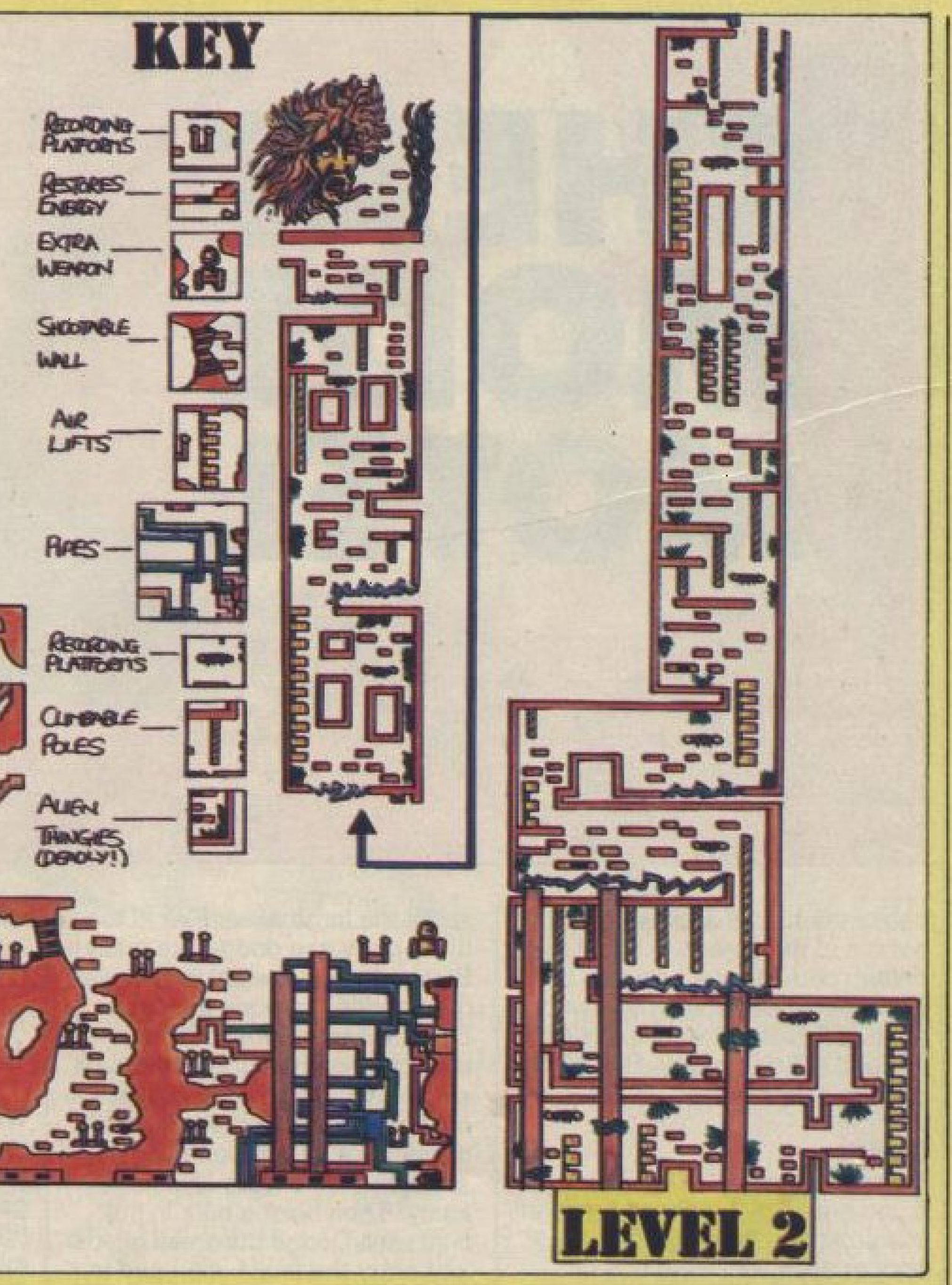
Dark Fusion

After the success of his R-Type tips, John 'I still hate aliens' McGhee put pen to paper and sent in these impressive tips on Gremlin's Dark Fusion.

Level 1
Combat Zone
From the start, hold down fire to build up power and destroy the first defence pod. Collect the capsule and select the icon **JUMP**. Jump up twice and shoot the roof defence pod. Collect and select **JUMP** again. Destroy the third defence pod and the flying aliens. Collect the 1000 bonuses and capsule, and select **UP-AND-DOWN FIRE**. Destroy the next defence pod using this weapon, collect the

REX

Here is a brilliant map of that Christmas game, Rex from Martech. You know, the one with the little Rhino character who jumped about and shot loads of aliens. Unfortunately the name of the cartographer who sent this in has gone missing so thanks, whoever you are.



capsule and move on to the first Alien Zone.

Leave the fusion pod, and wait for the bottom defence pod to move away. Drop down and blast it. Destroy the next three pods and collect their capsules. The 'ready' icon should be on DUAL ROCKETS. Jump into the next fusion pod and complete it.

Leave the pod, travel forward and attack the jumping aliens with DUAL ROCKETS. Hopefully this should kill them, allowing you to enter the last fusion pod.

Alien Zone
Very easy after a bit of practice. Shoot the top of the large alien only when it is in the down postition. Dodge the caterpillars, which gets easier as you learn their flight patterns, and blast the top to complete the zone.

Flight Zone
Use strengthened firepower to kill the first four aliens. Shoot the defence pods and collect as many capsules as you can, select FOUR-WAY FIRE. Use this to kill aliens and pods, and finally dodge the large alien to leave the zone.

Level Two
Combat Zone
Shoot barrier and small aliens. Collect bonuses and capsule. Go through the barrier and hit the small aliens. Jump the gaps and blast the pods. Select DUAL ROCKETS. Use the rockets to kill the small nasties, then jump into the next Alien Zone, just past a barrier.

Leave the pod, shoot the small aliens and pods,then collect capsules. Jump to the next Alien Zone and complete that. Then get your ready icon to SHIELD by shooting aliens and collecting capsules. Confront the end of level nasty with shields ON. Destroy it and the four aliens it splits into. Destroy the pods and jump the platforms to enter level two's Flight Zone.

Alien Zone
Move to the left-hand side of the screen to easily avoid the fireballs. Anticipate the movements of the salamander to hit it when it's vulnerable.

Flight Zone
Dodge the pods, aliens and volcanic lava (if you have SHIELDS then use them). Stay high or die as there is a large jumper alien coming up. Shoot the destructable obstructions very quickly to give yourself room to manouvre. Select any weaponry you have since you'll need them to remove the defence pods. Dodge the volcanic lava and the final pod then leave the level through the fusion pod.

Level Three
Combat Zone
Shoot the first alien, climb up and shoot the three pod (use FOUR-WAY FIRE if you have it). Drop, shoot the aliens anf hit the barrier. Blast the roof pod, jump up the platforms and into the first Alien Zone.

Drop down, then jump forwards and shoot the large alien. Jump to the next platform (a bit tricky), blast the barrier and the small aliens. Collect capsules. Jump down and shoot the pods. Collect capsules until your ready icon shows SHIELDS. Shoot the large alien and the four smaller aliens it leaves behind. Move on and shoot the pods. Climb up and destroy the barrier and aliens. Enter the fusion pod and complete the Alien Zone. Move backward, shoot the top barrier and fall off the platform. Turn and destroy the bottom barrier and pod, enter the next Flight Zone.

Alien Zone
Quickly move to the left and shoot the firing defence pods. Hit the claw then dodge the fireballs while shooting the left wall. This wall will soon explode.

Flight Zone
Shoot the first four aliens. Blast the barrier and the next aliens. Enter the tunnel after hitting the barrier and the defence pod.

CHEAT MODE MOTEL

More crazy cheats (and some crazy people) in the Cheat Mode Motel this month. We had a few accidents last night with that Human Killing Machine, the ambulance had to be called and there was mess everywhere! Luckily good old Repton was there to sort things out and the hard man Renegade came to back him up. It's all go here I can tell you.

Human Killing Machine

If you don't like the screen colour, press the C key and it will change. **(Oooo, that's a good cheat).**
(Honeymoon Suite: Darran Lacey and Stewart Ferguson, fnar!)

Reptonmania

Here are the passwords from Repton 1 of Repton Mania...
Screen Password

A None ● **B** Asp ● **C** Crocodile ● **D** Earthworm ● **E** Seasnake
F Anemone ● **G** Basilisk ● **H** Cephalopod ● **I** Annelid ● **J** Leviathan
K Ophidian ● **L** King Cobra
(Larder: Michael Wardle)

Renegade III

When you've lost all your energy on a fighting screen, crouch down and punch left until everyone to the left is dead. Turn around and crouch punch until everyone on the right is dead. Whilst you are crouched down you cannot die!
(Single Room, no breakfast: G P Wilkes)

Leave the tunnel and move to the bottom of the screen to shoot the bottom pod. Weave between the destroyable posts, shooting pods as they appear. Next, clear a path through the barriers and travel it into the next level.

Level Four
Combat Zone
If you have any weapons ready at this point use them! Blast the hopper alien with weapons or strengthened shots. Jump up the platforms, shooting aliens. Shoot the barriers and jump up to the first Alien Zone. Jump down, dodging or shooting the pod, and shoot the bottom barrier and aliens. Shoot the next barrier and enter the second Alien Zone. Move back past the two barriers and jump up. Shoot the pod, jump off the end of the platform. Turn and shoot the pods. Jump up the next platform. Destroy the pod before jumping across the hole. Shoot the aliens and the pod. After the next aliens there are two large hopper aliens. Use weapons or strengthened shot to kill them. Shoot the pod and climb up. Walk backwards to leave this level.

Alien Zone
Move to the left of the screen. Dodge the snowflakes the alien fires while building up power. Release it when the alien stands still and shoots. Repeat this until the alien dies.



Flight Zone
Dodge the flashing spikers and shoot the large alien. Fire at the three pods and dodge like crazy! Blast a hole in the breakable wall then dodge the pods and lava. Duck under the obstruction, past the volcano, then dodge the next set of lava. Climb up and over the next barrier - then prepare for a shock. Use all weapons and strengthened shot to kill this nasty! Then blast a hole in the final wall. Dodge the small aliens and enter the final fusion pod to complete *Dark Fusion*!

EXTRA JUMPS — can be increased twice and are essential.

UP-AND-DOWN SHOTS — very weak, use only if desperate.

FOUR-WAY SHOTS — good for hitting small targets, but slows your firing rate.

DUAL ROCKETS — very good for hitting large targets and the monsters in the Alien Zones.

SHIELD ORB — fairly useless for anything except lots of little aliens or the Flight Zone.

SHIELD — gives ten seconds defence against aliens BUT don't crash into walls.

POWER-UP — increases energy level. Only use in emergency.

Run the Gauntlet

Whew! Just the name makes me feel out of breath. But actually I was a bit hot at this game and I didn't need any tips (brag, brag) but some of you might, so here are Andrew **Cooke's.**

The Hill
1. To avoid being knocked off the logs by the jets, jump over the water as you would a fence.
2. Don't walk into mud, jump into it (this saves a lot of time). This method can also be used on the climbing nets.
3. If you're having trouble on the climbing nets simply rotate the joystick anti-clockwise (remember to waggle left and right and fire half way and at the top). You should now climb quicker than the others.

Land Courses
1. The main opportunity to overtake is on corners. Use the inside lane whenever possible.
2. If your vehicle is hit by an explosion don't press any keys. You should now be facing the direction you were originally heading in.
3. If you are in a Meteor, use short bursts of power to keep control.

Water Courses
1. The main opportunity to overtake here is at the turning points at the top and bottom of the courses. Get as tight a turn as possible. Sometimes you can go through a gap between the island and the rock.
2. Use the map and arrows to check you have followed the correct route, or you may have to lap again!
3. To control the hovers, use the meteor technique described above.

General
1. Use keys on vehicle courses and joystick on The Hill.
2. Do not be careless when behind another vehicle. Crashing into the back of them causes bad spins.

Over already? Yes, I'm afraid so, but don't worry because I'll be back next moon with more POKEs, tips and maps to reach the parts others could never reach. Send all your fantastic work to the usual address... Nick Roberts, Playing Tips, CRASH, PO Box 10, Ludlow, Shropshire, SY8 1DB and I'll do my upmost to try and give your stuff some space. Bye.

'It's a PowerPlay Crystal Comp, mate!!'



- **Make your own joystick!**
- **Muck about at Alton Towers!**
- **Isn't Powerplay fab?!!**

POWERPLAY make the best joysticks ever created in the entire universe (so it says here) — and they've got zillions of the things! There's the **Cruiser**, the **Cruiser Black, Cruiser Turbo, Turbo Autofire, Crystal** — and the latest mega joystick, the **Crystal Turbo** (a nation cheers!!).

But now PowerPlay are stuck. The designers don't know how to improve on the Crystal! They're tearing their hair out and screaming for help! Poor dears. Don't they know what clever clogs CRASH readers are? Well, they're about to find out, 'cos we've convinced them to let you design the ultimate Powerplay joystick.

Let your imagination run riot, concentrate all your joystick waggling experience and get drawing. Show 'em what gaming veterans dream of in joystick action and looks!

Base your design on a theme — Acid joystick (Acccceeeeeeed!!!!), Shakespeare joystick (to waggle or not to waggle?!?!), or Killer joystick with laser death-spitting guns and alien kill rods...Get the drift? Sounds cool, eh? But what about the pay-off, what about...

THE PRIZES!!! Yes, what wonderful prizes!!! There are two winners, one for the 14 and under age group and one for the 15 and over age group. Each winner can bring along a 'chum' or a parent. And this is what you're in for:: You and your mate will have an all expences paid train ride to Crewe and a coach will whisk you to the Powerplay factory where you'll...

- Make your own Cruiser joystick!!!
- It'll be one of only twelve ever made
- It'll be in bright pink (hence the headline at the beginning...), yellow and green (ugggghhh!)
- Then...
- Lunch!!! Gobble, gobble!
- Then...
- An afternoon at Alton Towers!!
- And if you have any energy left, home to bed!!! (zzzzzzzz!)
- Blimey!!!

Make sure you're free on July 7, which is a Saturday, 'cos that's when this fab day out will happen — if you win, that is.

Plus! yes, why not:A PowerPlay Crystal (standard) 'stick for five runners-up!!!

So, get 'scrawling' and send your designs on an A3, or smaller, sheet of paper to: **POWERPLAY DREAM JOYSTICK COMP, CRASH TOWERS, PO Box 10, Ludlow, Shropshire SY8 1DB**.

Get your designs here by June 25, and the decision of the CRASH judges is final, in all respects 'm'lud'.

Don't forget to put your address, telephone number and age on your entry. Oh, and please state the name of your travelling companion on the day (for reservations).

Live Circuit

Views • News • Jetman • CRASH Hotline Comp! • Lloyd Mangram's in charge, but Nick and Mike join in too!

It's all change at CRASH Towers, the Forum's turned into Live Circuit and shoved to the back of the mag. Nice to see the powers that be giving you all a chance to revisit classic games on the Mega Game Power (what a mouthful) cassette. If they keep spending that much money on it all, they'll soon have to reduce my already measly salary. Anyway, they told me to beef up my language, get hip, cool and street-cred like what Nick is, to fit the new image... I was already that when they were toddlers. But on with the biz: Some clever clog has compiled a chart based on subject matter of letters in my forum last year. For heeding my call in issue 63 I award him Letter of the Month rather than the free game promised (aargh, I could've done that! - Shut up, Mike. You didn't)



TOP 10 LETTERS FOR 1988

1. General complaining 19.5%
2. Crash is brill, fabbo, etc 13.2%
3. Comparing Speccy to other computers 12.5%
4. Sex/violence in games and adverts 12.5%
5. Price of Crash too much 6.25%
6. Top 10's 6.25%
7. Crash is crap, turdy, etc 6.25%
8. Improvements could be made 5.5%
9. New features are brill 3.125%
10. Comparing new Crash to old 3.125%
11. Completion of games 3.125%
12. Fanzines 3.125%
13. Too many adverts 2.25%

NB Of the letters concerning sex/violence, 4% believed them to be unnecessary and rude, 8.5% believed them harmless. Most thought Crash was brill.
A Steele, BURY

So much for our readers' concerns, make of them what you will. LM
A bunch of complainers, if you ask me. Nick

SPECCY DEATH?

Dear Lloyd
I'm 12 years old. In my English lesson in school, my teacher asked us to write a letter to a Pop-Star or well known personality, but I couldn't think of any so I decided to write to you.
I, like you, think the Spectrum is still a top class computer (I must do, otherwise I wouldn't spend almost two hours a night playing it), but there are better ones now. In it's time the Spectrum was the best, but now 16-bit is flooding the market. I think the Spectrum days are numbered.
Christopher Pritchard, Weath, West Glamorgan.

Nice to know I sort of rank with the stars, Chris. Next time make it sound a bit more convincing, as to your fears for the Spectrum, read on.

Dear Lloyd
I received an Atari 520 ST for Christmas this year. I am very happy with this computer. As I also have a Spectrum, you may have expected me to sell it or ignore it totally in favour of my new ST. However if you were to assume this you would be sadly mistaken.
In my six years experience of playing computer games I have come to the conclusion that it is not graphics, sound or gimmics that make a game. It is in fact playability above and beyond any other factors whch determines whether a game is

'good' or 'bad'. For this single reason I believe Spectrums will continue to be sold for many years to come.

And so I end with a word of warning to all Speccy owners looking to upgrade. 'That all singing and dancing wonder machine may have software that swims like a brick'.
Gary McCombie, Storehaven

For a minute we thought you were a traitor, but you came out good,kid. LM

AAAAAH...

Dear Lloyd,
This is my first and last letter to you. I am leaving the computer world after five years, and I must say it has been a pleasure. I am using this opportunity to say goodbye and thankyou.

I got my Spectrum about the same time as I started reading CRASH and since then both have changed.

I am amazed at how even now the Spectrum still brings out original and visually fantastic games. It seems that the Spectrum has no limit in what it can produce. Games have come a long way since the likes of Lunar Jetman and Atic Atac. My games have been sold, and my faithfull Speccy passed on to my younger brother. He has as just as much fun on it as I did.

Anyway I shall now say thanks to you and all the staff at CRASH, both past and present. You will be pleased to know that I will buy CRASH now and again, just to see what kind of games the Spectrum will bring out. There is this feeling though, that my brother will probably carry on tradition and buy CRASH.

I would also like to thank all those programmers out there who have made all the Spectrum games possible. Keep up the good work people.
Jason Stringfellow, Chatham.

Give us a mo to wipe our tears away, before pointing out that you obviously think computer games are for kids only, or are you 80? Shame on you, and welcome little brother. L.M!

FROM AFAR

Dear Mr Mangram,
I'm a Sinclair fan since the good days of ZX81. We never had original Sinclair machines on sale here in Brazil because of a market reservation for the national micro-computer industries. We haven't yet a true Brazilian-made computer, but a lot of clones of the most famous (and old-fashioned) foreign machines.

Actually, I own a Spectrum +3 bought from a friend that had travelled to Europe. The MSX and the Speccy (TK90/95) are the most popular home computers, and there's a large demand for 128K Spectrums but very few"travellers".

Personally, I disapprove of piracy, but in our case, it's the only way to get software for our machines. Multifaced, incomplete and unreliable programs can be bought for 0.30 (in Brazilian currency). It's a joke to want to avoid piracy when even the computer manufacturers are hardware pirates.

I would like to contact Spectrum users from all the world, particularly 128K users. Please publish my address:
P.O. Box 55 259, CEP 04799
Sao Paulo, SP, Brazil.
You can write in English, Portuguese, Spanish or even Japanese (my parents are Japanese).
Ricardo Suzuki.

Go on, guys. Get writing and broaden your horizons. LM

WHINGE & MOAN

Dear Lloyd,
I have finally decided to write to you. I have wanted to before, but waited to see what would happen, but now I feel that the standards of Crash are going from bad to worse.

The Full Price reviews all have full colour screen-shots, OK, but the Budget reviews are terrible! The new budget page is awful. OK, some people get enough money to get about two Full Price games a week, but what about younger people like me? (12) We get pocket money. You know, from about 50p to 1.50 a week, so Budget games are lots of money to us.
James Carrick, Harrogate.

Point taken, but the sheer quantity of budget releases would fill a magazine with reviews, and as a lot of them are old, or often just mediocre you'd all be yawning off to a doze. As to your pocket money, well, rather than reading about cheap games, buy CRASH and get three to four of 'em included every month! LM
And if you're street-wise, check out our subscription offer on page 32 which knocks your monthly joy down in loot even more and throws in a free full-price game to boot. Gettit? Nik



Right, that's it for this month. Space is squeezed and the sun's out. So LM's off for a barbecue, I tell you. Nick and Mike will hold the fort (aahhh), so get writing. Be controversial, funny, but never boring and send the stuff to: CRASH Live Circuit, POBox 10, Ludlow, Shropshire SY8 1DB. Letter of the Month gets you 30. Tara!







GUNNING YOUR SPECCY

Amstrad, makers of your fave machine, have come up with a wheeze to '...dramatically increase the thrill and excitement that computer games already bring to your home'.

Their 'extensive research' claims that joystick waggling violence ain't enough for you, so here comes the light gun! Point it at the screen and fire, then find out how good your aim is.

Thanks to Ocean, Domark and Mastertronic special versions of games like *Operation Wolf* and *Bullseye* (based on the TV show) promise to be a new experience.

All we know so far is that so-called Action Packs will be available from June: Computer, light gun and six games — a +2 and a +3 version, £149 and £199 respectively.

Those of you who want to add the light gun alone will have to wait a couple of months, when we're told Mastertronic will put it on the market at an undisclosed price. We'll keep you informed and try and get our mits on one.

CRASH READER CLASSIFIEDS

WANTED

Wanted: Star LC-10 mono or colour printer. Must be in very good condition. Also wanted: Multiprint printer I/F. Daniel Doore, 48 Wentworth Way, Ascot, Berks., W/Row (0344) 882718.

Wanted: I am interested in buying 16/48 magazine tapes, originals only. Write to D.Thorp, 84 Ravensthorpe Road, Thornhill Lees, Dewsbury, W.Yorks. WF12 9EG. Please state issue numbers and price required.

Wanted: Lord Of The Rings. Will swop or buy. Swop for seven games inc. Monty is Innocent, Wanted Monty Mole, Finders, Keepers. Contact James Scott, 52 Ashburnham Road, Hastings TN35 5JL. Tel: (0424) 437 554.

FOR SALE

Spectrum +2, still boxed, Snapshot 2, joystick connector, joystick and over 300 worth of software including Robocop, R-Type, Savage etc. Bargain at 170. Ring 021 478 0953, or will swap for Sega.

Unused Multiface 1 and unlimited lives finder tape for 48K Spectrum /+. Plus 30 games inc. Gauntlet 2, Super Hang On, etc. Bargain 50. Tel: 061 485 6413. Address: 24 The Mere, Cheadle, Stockport, Manchester.

Superb bargain, Spectrum 128 +2, in perfect condition, still with 1 year guarantee and joystick, interface, 410 of latest software including Operation Wolf, Robocop and 70+ computer magazines. Phone John on 0274 582356 with offers (after 7pm).

Spec +2, 350 worth software (120 original games) inc. Robocop, Afterburner, Starglider, etc., joystick, interface, lightpen, etc, magazines, dust cover, 300 tips and pokes. Worth 600+, sell for 275 ono. Phone (0625) 877423 and ask for Peter.

Spectrum 128K +2A, Cheetah joystick, Kempston joystick + interface, 200 worth games including Wec Le Mans, Captain Blood, Lancelot, Head Over Heels, LED Storm, Pacmania, Grand Prix Simulator, Garfield, Pacland, Arkanoid. Almost as new instruction manual + box. 170 ono. Phone 0227 750894 (Kent).

Around 70 (original) Spectrum titles for sale. Will sell total for 60 (less than 1 a game!!). Includes many recent and timeless classics unavailable today. SAE to: M McKinney, 35 Hengistbury Road, Southbourne, Bournemouth BH6 4DQ.

Spectrum 128K +2, amazing Plus-D interface, 3 1/2" high quality disk drive, Cheetah joystick interface, 5 disks full of software. All in excellent condition. 170 the lot. Phone David, evenings, on 021 454 6231.

Crash back issues, numbers 1 to 65, in good condition, 1 to 48 in Crash binders. Reasonable offers considered. Phone: Stoke-on-Trent (0782) 839855 after 6pm.

Spec 128+2, 1000 software, loads of Crash mags and others. 350 ono. Call 0635 200981. Ask for Rick.

Spectrum 128K + interface/microdrive and 14 cartridges, including Transexpress, Turbo interface, Cheetah interface, Multiface 128, Currah Speech, 32 key musical keyboard + tape, loads of games, recorder, set of Input, carry case. Only 450. Phone 021 360 5954.

Spectrum Plus computer, fully boxed with joystick, interface, cassette player, lightpen and 60 worth of games. Gary Byrne, 26 Summit Drive, Freckleton, Preston, Lancs. PR4 1PP. Tel (0772) 634519 anytime. All this for just 130.

Hardware and software for sale for Spec 48K. Wafadrive, lightpen, Currah Microspeech, standard interface, plus many games. Some Crash back issues. 100 for the lot. Phone Leighton Buzzard (0525) 377337 after 4pm on weekdays.

For sale: Complete set of Crash No 1-62, 1-24 in binders and all in very good condition. Open to offers. Tel. Mark Little on Oakham 756612 after 4pm.

Spectrum 128K +2, two joysticks, 40 Crash mags, manuals, 250+ worth of games including Robocop, Operation Wolf, all vgc. Only 160 ono. For details ring (0480) 860487 after 7pm and ask for Andrew Douglas. Hurry!!!

Spectrum +2, excellent condition, with two joysticks, switchable interface, printer (most boxed as new). Over 110 original games including Last Ninja, Operation Wolf, Elite. Worth approx 900, sell 290 ono. Phone (0382) 833 768.

Spec +2, half price, only six months old and hardly used. Over 15 games including Robocop, Street Fighter, Road Blasters and Barbarian 1 & 2. You also receive 2 joysticks. All this for 110. Phone 0494 32377 and ask for James.

Look! Spectrum Plus 48K with joystick and recorder and over seventy games including Ninja 2, I-Ball 2, Action Force 2, all originals. Buyer also get FREE Oric Atmos computer and games. 145 ono. Phone Kevin 0784 252542.

Issue 1 to 61 of Crash includes all free gifts, tapes etc. 120 ono for the lot. 48K Spectrum with Fuller keyboard and loads of software (nearly 70 originals). Sell for 80. Phone (0909) 565667.

128 +3, tape recorder, joystick, leads, 300 software, both tape and disk, all latest titles eg Xenon, Robocop, Operation Wolf. Will sell for 200 or nearest offer. Tel (0584) 890162. Will swap for working 520ST with software.

Spectrum 128 with all leads, datarecorder, Turbo interface, modified joystick, over 100 original software, manuals and various books. 150. Contact R. Cripps on 0622 890569 Must arrange collection.

Spectrum +3 with Multi Face 3 Navigator joystick plus games. Mint condition only 199 ono. Phone Burton (0283) 226344.

48k Spectrum for sale, good condition, needs a little repairing wanted to sell for quick sale. All leads, all boxed about 100 games inc. starter manual 30.00. Tel: (0986) 3959.

Specrum +3 128K joystick and games 150. Tel: 01 995 1859.

For sale over 700's worth of software and Multiface, 350's worth of new software, sell for 275. Phone Dan (0423) 561461. Must be collected from Harrogate area. Phone after school or at weekends.

Spectrum +3, tape deck, two joysticks, Multiface 3, all leads, all boxed, over 70 games, several on disk. Bargain at 250. Phone 0895 632065 Ask for Ian (evenings).

Spectrum 48K+ joystick, tape, Multiface, over 400 of software, all excellent condition, most are originals. Will sell for 160 ono. Contact Steve on 0869 810222 after 6pm.

Spectrum +2, joystick, mags and over 200 worth of good games including Robocop, Batman, Operation Wolf and many more, all boxed. Bargain! Only 140. Ring Darren now on 0293



Live Circuit

33225 from 4pm - 10pm any day.

Robocop, Afterburner, Laser Squad, Matchday 2, Last Ninja 2, Target Renegade, Exolon, Mercenary, Bionic Comms, Platoon, Combat School, We Are The Champs, Ten Great Games Two. Total 38. Phone (0252) 703497, ask for Nick.

Complete Crash collection for sale. Issues 1-63 in good condition. 63 plus P&P. Phone 0837 840248 or write to Mike Roberts, Lang 4, Christ Church College, Canterbury, Kent CT1 1QU (with SAE). The unrivalled Spectrum history on offer

Timex thermal printer for Spectrum. Good condition, hardly used. 25 or nearest offer. Anybody got a cheap Amiga ? Contact Karl on Ludlow 890794 or 22 The Crescent, Clee Hill, Ludlow, Shropshire SY8 3NA after 5pm.

Hey you! Read this now: For sale 255 pounds worth of Spectrum software, sell for 55. Also wanted PAW in good condition, will pay 15. Contact Clive Arthur, 5 Leigh St, Burslem, Stoke-on-Trent. Tel: 827353.

Spectrum +2, leads, Manuel, books, mags and 500 worth of software, together worth 700, will sell for 220 ono. Phone 0733 252515 or write to Neil Pollard, 25 Glinton Road, Helpston, P'boro, Cambs. PE6 7DG.

Timex 2040 printer, 15 rolls of paper, manual, great condition, hardly used, still boxed. 20. All letters answered, write to: Bobby Arnold, 17 Hyacinth Close, Haydock, St Helens, Merseyside WA11 ONZ.

Spectrum 128K for sale, two joysticks, mags, over 150 games like Pacland, Salamander, 4 Soccer, WEC Le Mans, 150 ono. Phone Wivenhoe 4494 and ask for Kevin. (Very good condition).

USER GROUPS

Utilities, programming help, graphics, info, homegrown software for the more serious Spectrum user and much more! Monthly on Disciple/+D, Opus, microdrive, cassette. 2 for your first issue of Outlet! Ron Cavers, 605 Loughborough Road, Birstall, Leicester

Special offer: The UK's best computer club are now giving away free (previously 1) our great 20 page sample newsletter. Just send SAE to: Ch`. Computer Club, 28 Criss Grove, Gerrards Cross, Bucks. SL9 9HQ.

FANZINES

Exclusive free games and utility programs with Spectrum User, the magazine on tape. Includes: News, reviews, previews, useful pokes and lots more. Only 60p an issue from : S J Howlett, 58 Beaconsview Road, Clase, Swansea SA6 7HU.

MISCELLANEOUS

The Shaw Brothers Official Fan Club. Membership is absolutely free. Information service and free Spectrum games. For more information send a stamped addressed envelope immediately to: The Shaw Brothers, 25 Redwood Avenue, Royston, Barnsley, South Yorkshire S71 4JP.

Vinsoft's second release: "Grand Prix Riders" - A fully menu driven strategy game: Fast response, graphical race highlights, user friendly, save/load game, not random, injuries, etc. 2.99! V. Vity, 11 Willow Grove, Bare, Morecambe, Lancs. VROOM?!

Special offer! Guaranteed the first 3 2.00 orders for K.O. (wonderful strategy/simulation, 1/2 player boxing game) will get : Their money back or a free game! (state which). V Vity, 11 Willow Grove, Bare, Morecambe, Lancs. Hurry!

Take four cassette supercom satcom reel 'T' reel and budget screen designer 48/128k just 3.50 including P&P UK only CHQ/PO, to : B Halhead, 68 Farm Lodge, Grove, Mainslee, Telford, TF3 2HN.

'Target', challenging, nail biting PBM. You're a player in a futuristic arena. To win you must survive. There are always complications! Start-up 50p. Turns 1.00. Send to Games Unlimited, High Croft, Top Lane, Whatstandwell, Derbys. DE4 5EN.

Experienced programmer needed to held with games. Send tape explaining knowledge and examples. Could be rewarding. All tapes returned/answered. Stuart Thomson, 9 Brisbane Terrace, Westwood, East Kilbride, Scotland G75 8DJ. (Machine code only).

PBM "The Race" and "Global Dominations"! One's hilarious, one's serious. One's fantasy, one's supremacy. Infinate options! Self design! Prizes! 17.5p per turn. Send SAE to: Kremmoid Games, 2 Old Blundells, Tiverton, Devon EX16 4LD for details!

"Shellshock" - a genuine Spectrum graphic/text adventure. Atmospheric descriptions, exceptional graphics. Two years in development. 200+ copies already sold. Superb value. For immediate despatch, send 2.99 to Corrupt Code, 1 McDonagh Avenue, Mervue, Galway, Ireland.

Character Designer for Spectrum. Redesigns up to 96 Characters. Ideal for designing your own character sets and graphics. Easy to incorporate into your own programmes. Only 2.99 from S J Howlett, 58 Beaconsview Road, Clase, Swansea SA6 7HU.

TAKE FOUR cassette Supercom, Satcom, Reel 'T' Reel and Budget Screen Designer 48/128K. Just 3.50 including P&P UK only. Chq/PO to B. Halhead, 68 Farm Lodge, Grove Malinslee, Telford TF3 2HN.

Can't get that job? I can guarantee that you will be able to get any interview for any job. Just send 2 cheque or postal order to A. Pendrick, 2 Chalk Lane, Ixworth, Bury St. Edmunds, Suffolk IP31 2JE.

Plus D Snapshot editor utility allows amendment of snapshots and usage of pokes for Multiface. Includes fast string search. Send blank tape/3.5" disk with SAE and 75p payment to:- R. Ellery, 67 Newtown, Westbury, Wiltshire BA13 3EF.

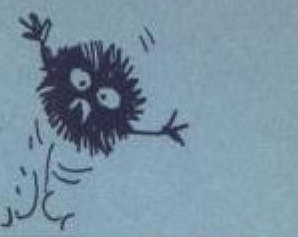
CHANGE YER NAME...



The Edge have, for some reason, decided to re-release their ancient but fairly enjoyable isometric 3-D game *Inside Outing* under the name *Raffles*; don't buy it thinking it's an original game or a follow-up or something; it's identical. It's still a decent and playable game — well worth checking out this time around. So there you go matey.

CRASH HYPERMARKET

ZX SPECTRUM



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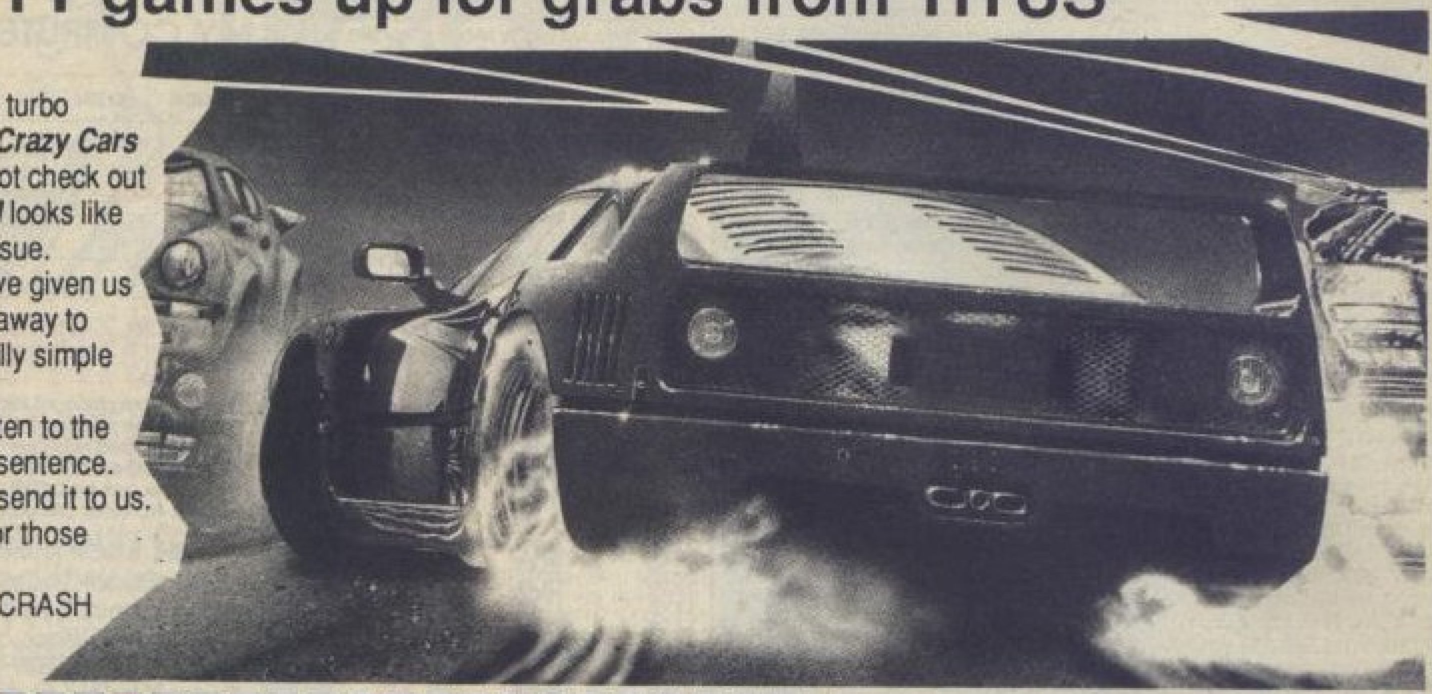
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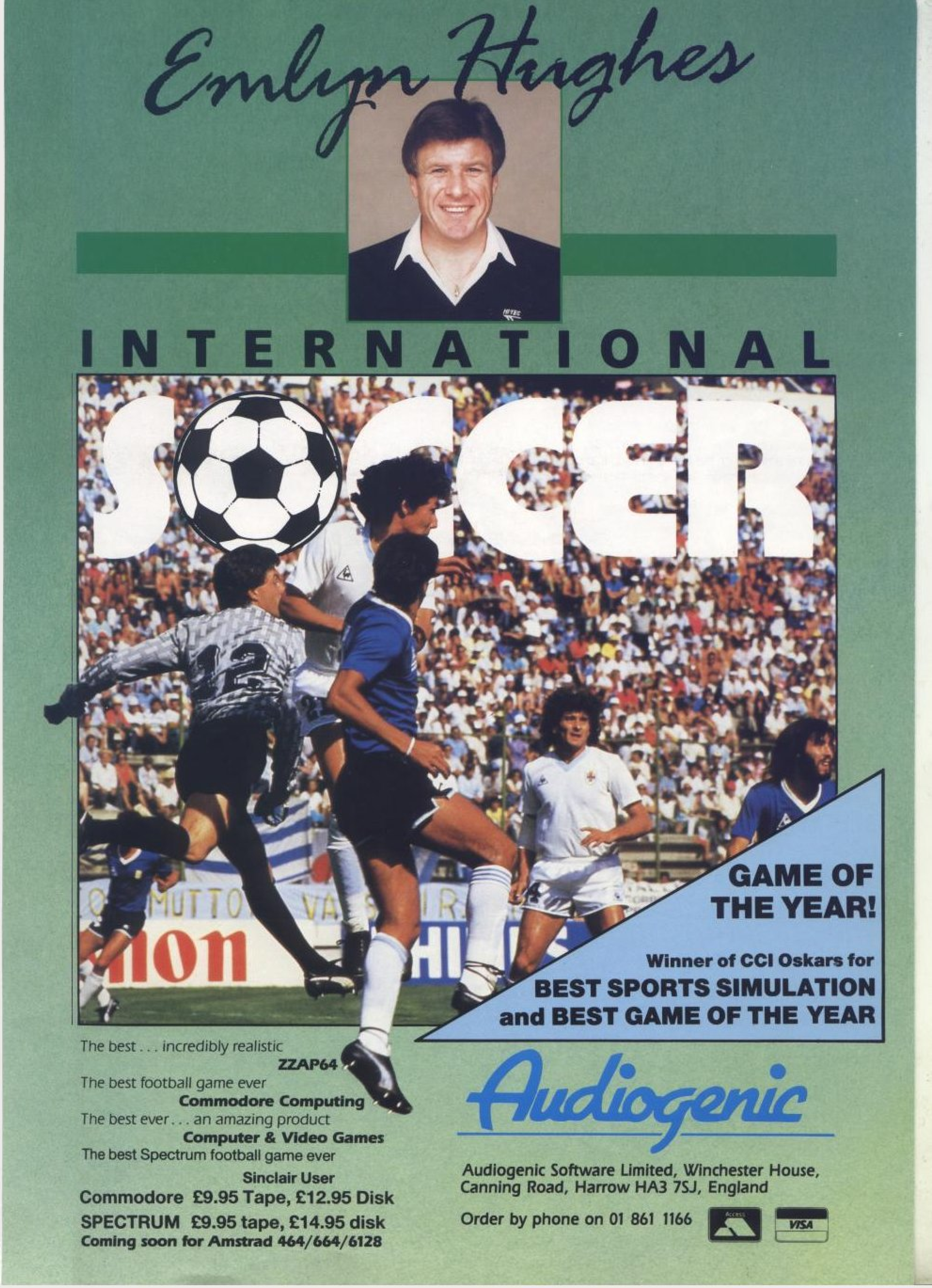


DON'T MISS OUT! — It ain't cool, right?



EDITORIAL OFFICE *47 Gravel Hill, Ludlow, Shropshire SY8 1QS* (0584) 5851/2/3 **Editor:** Oliver Frey **Features Editor:** Richard Eddy **Contributors:** Robin Hogg, Mark Caswell, Mike Dunn, Nick Roberts **Editorial Assistants:** Viv Vickress, Caroline Blake **Photography:** Cameron Pound, Michael Parkinson (Assistant) **PRODUCTION DEPARTMENT** *1/2 King Street, Ludlow, Shropshire SY8 1AQ* (0584) 5851/2/3 **Production Manager:** Jonathan Rignall **Reprographics** Matthew Uffindell (Supervisor), Robert Millichamp, Robert Hamilton, Tim Morris, Jenny Reddard **DESIGN** David Western, Mark Kendrick, Melvyn Fisher **Publisher:** Geoff Grimes **Group Advertisement Director:** Roger Bennett **Advertisement Manager:** Neil Dyson **Advertisement Sales Executives:**, Lee Watkins, Wynne Morgan **Assistant:** Jackie Morris **(0584) 4603 or 5852 Group Promotions Executive:** Richard Eddy **Mail order:** Carol Kinsey **Subscriptions:** *PO Box 20, Ludlow, Shropshire SY8 1DB*. Designed and typset on Apple Macintosh II computers running Quark Xpress. Colour origination by **Scan Studios**, Islington Green, London N1. Printed in England by **Carlisle Web Offset**, Newtown Trading Estate, Carlisle, Cumbria CA2 7NR — a member of the BPCC Group.
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